PlayStation

NTSC U/C

PlayStation

FINAL FANTASY CHRONICLES™

FINAL FANTASY® IV

CHRONO TRIGGER®

TEEN

T

CONTENT RATED BY ESRB

SLUS-01360
SLUS-01363

2 DISCS

SQUARESOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

FINAL FANTASY® IV

PROLOGUE

One born of a dragon,
bearing darkness and light,
shall rise to the heavens
over the still land.
Bathing the moon in eternal
light, he brings a promise
to Mother Earth with
bounty and grace.

From the "Legend of Mysidia"

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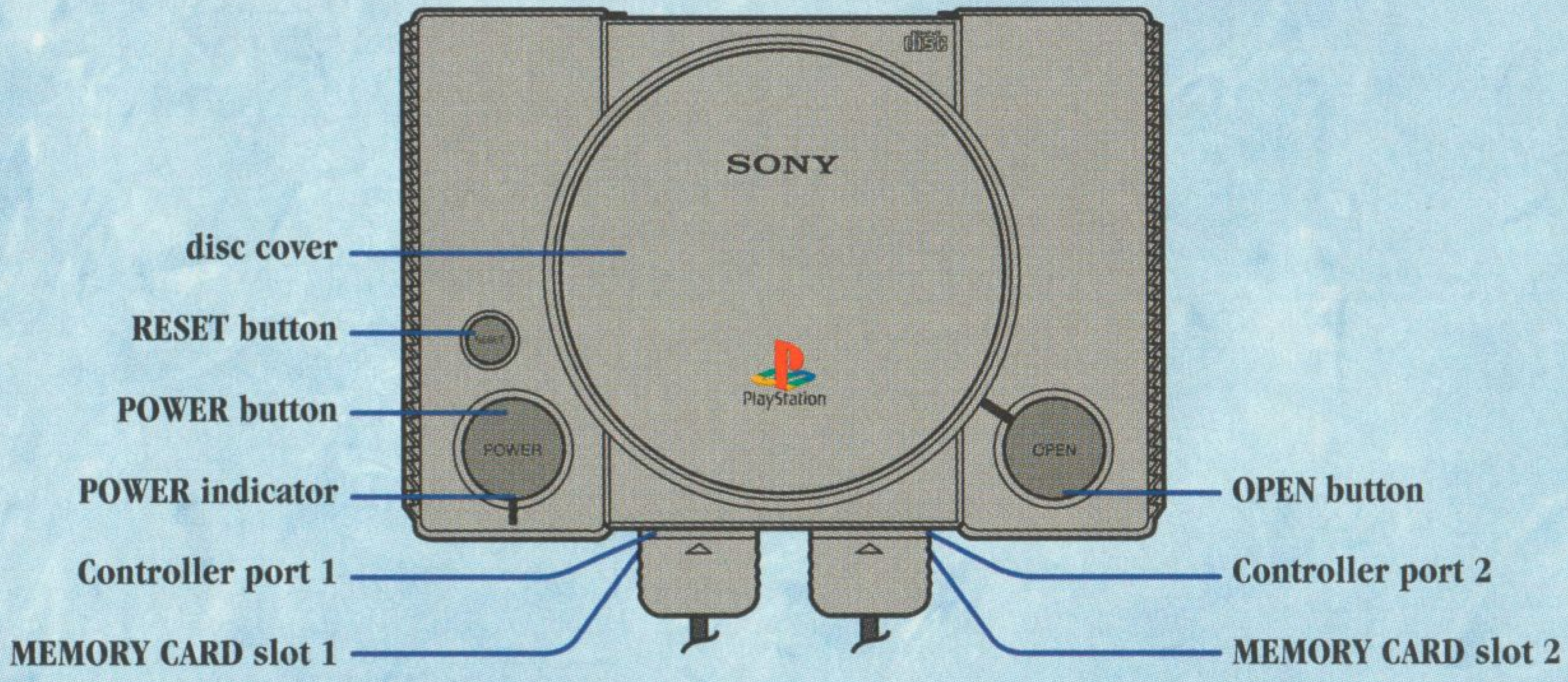
GETTING STARTED AND SAVING

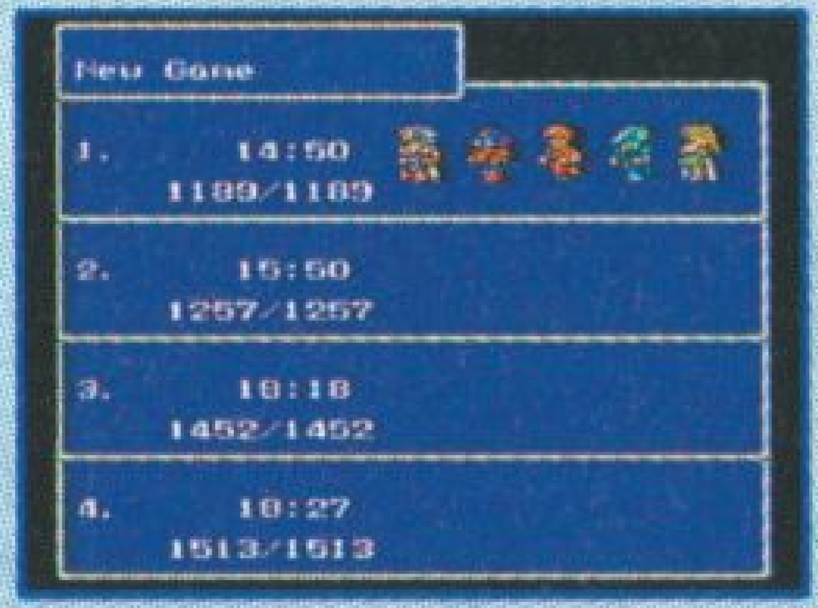


GETTING STARTED

Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the **FINAL FANTASY® IV** disc into your PlayStation game console and close the disc cover. Insert game controllers and turn the power on. A computer graphics (CG) movie will begin playing. After the CG movie ends, the Title Screen will appear. If the START button or ⊗ button is pressed during the movie, the movie will end immediately. Press the ⊗ button to access the Load Screen.

STARTING A NEW GAME

At the Load Screen, select "New Game." (Note: Hereon, to "select" something means to select it using the directional buttons, then press the ⊗ button to confirm your selection.)



CONTINUING A GAME FROM SAVE DATA

Select a memory card containing FINAL FANTASY IV save data from the Load Screen to access the File Screen shown on the right. Select the save from which you wish to continue.

GETTING STARTED AND SAVING

SAVING THE GAME

Saving frequently is important when playing a role-playing game (RPG). In FINAL FANTASY IV, there are two methods of saving, so take advantage of them.

Saving onto Memory Cards

This is the standard method to save your game. On the World Map or at a save point, use the Main Menu to access the Save Menu. Select the memory card, then the save block you wish to save onto.

Using a Memo File

This method allows you to save your game temporarily onto the PlayStation game console. On the World Map or at a save point, use the Save command in the Main Menu to access the Save Menu, then select Memo to save your game. There is only room for one Memo File. Since the Memo save is instantaneous, unlike the more time-consuming standard memory card save system, you can use it to progress through the game with minimal interruption.

SOFT RESET

To continue from the Memo File, execute Soft Reset (by pressing the L1, L2, R1, R2, START, and SELECT buttons simultaneously). Then press the ⊗ button at the Title Screen and select Memo.

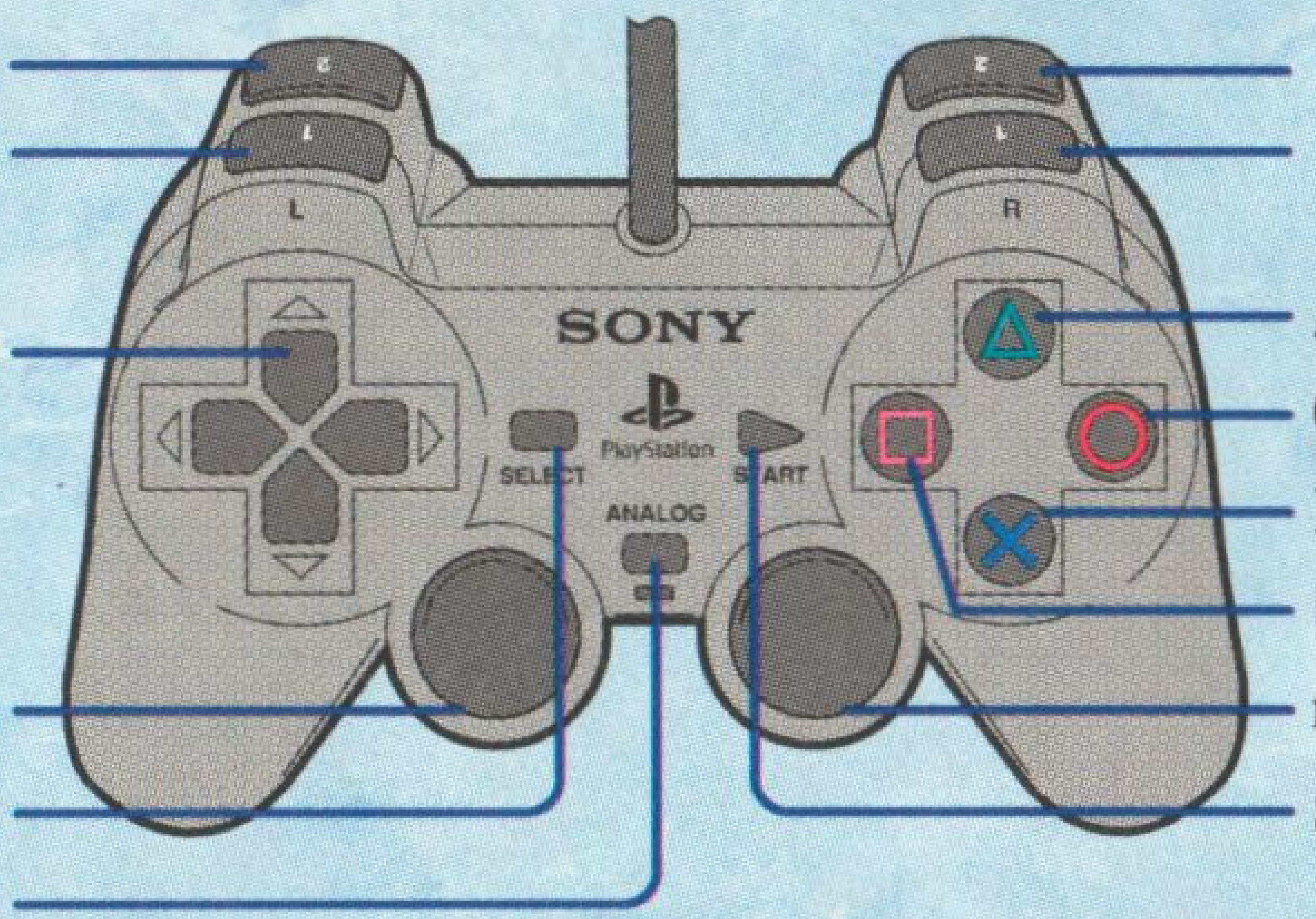
Warning: The Memo File is different from a normal Save File. If the power is turned off or the RESET button is pressed, it will be deleted. However, being annihilated in battle, like soft resetting, will not delete the Memo File.

CHANGING THE CHARACTERS' NAMES

In FINAL FANTASY IV, you may change character names according to your preference during the game. If you wish to change the characters' names, talk to "Namingway," who can be found in any town. Namingway will ask you which character's name you wish to change.

BASIC CONTROLS

DUALSHOCK™ analog controller configurations



NOTE: Compatible only in DIGITAL mode.

The following section explains basic controller operation for FINAL FANTASY IV, and shows default settings for each button. See page 14 to customize controller functions. This game is not compatible with analog control features or with multitap accessories.

directional buttons	Character movement / cursor movement in menu screens.
left analog stick	Not used.
right analog stick	Not used.
✕ button	Confirm / Talk / Examine / Ride vehicles.
○ button	Cancel / Dash (when held down while moving through towns and dungeons).
△ button	Open Main Menu / In Shop menus, increase quantities by multiples of ten.
□ button	Not used.
L1 button	Escape from battle* (when held down with the R1 button).
L2 button	Not used.
R1 button	Change the character displayed onscreen / Escape from battle* (when held down with the L1 button).
R2 button	Not used.
SELECT button	Cancel / Dash (when held down while moving through towns and dungeons).
START button	Pause / Resume.
ANALOG mode button	Not used.

***Note:** Not all battles can be escaped.

To execute a Soft Reset, press the L1, L2, R1, R2, START, and SELECT buttons simultaneously (see page 3 for details).

WORLD GUIDE

THE WORLD OF FINAL FANTASY IV

Six kingdoms with different cultures and customs exist in the world of Final Fantasy IV. People inhabit the villages and castles of these kingdoms while monsters swarm about the vast grasslands, treacherous mountain ranges, deserts, forests, and oceans.

BARON

A kingdom with the longest history and strongest military. Baron has a mighty array of forces at its disposal. In addition to its Royal Guard, it has dark knights, dragoons, black mages, and white mages on its side. However, Baron is most famous for its Royal Air Force, also known as the "Red Wings."

DAMCYAN

A small commercial kingdom situated in the middle of Damcyan Desert. Originally a small village constructed in the oasis, Damcyan gradually developed into a kingdom as trade grew among travelers there. The royal house can be traced back to a family of minstrels whose voices could tame the wildest beasts.

FABUL

A center of training and discipline for monks the world over. Originally a temple, Fabul is now a kingdom where monks from every corner of the world visit to master the martial arts. The students who train and reside in the castle also serve as guards.

MYSIDIA

A domain where magic culture is the core of society. Mysidia has researched magic since ancient times. Military organizations do not exist in this kingdom, as it has never been invaded. There are many legends in Mysidia.

TROIA

A beautiful kingdom where trees and water abound. Troia is governed by eight clerics, who all happen to be sisters. The castle guards are all female as well. The men of this kingdom have no political power. Troia is also famous for its research on chocobos.

EBLAN

An isolated kingdom located in the southeast region of Eblan Island. Having little contact with the outside world, Eblan developed a rather distinct culture. The royal family has passed down the secrets of ninjutsu for generations. The king and his soldiers are all ninjas.

CHARACTERS

CECIL (Dark Knight)

The main character, commander of Baron Kingdom's fleet of military airships, the Red Wings. At the king's command, he masters the dark sword, which embodies the power of darkness. He maintains his humanity, however, and as a dark knight will not allow himself to accept Rosa's affection. But no one could ever understand the pain and suffering masked beneath his helmet.

Special Command

Dark: Damages enemies by sacrificing Cecil's own HP.

KAIN (Dragoon)

Cecil's rival and best friend, who specializes in fighting from the air. Kain comes from a long line of dragoons and is a master of the spear. In Baron, where most soldiers are pressured to master the dark sword, he shuns the path of the dark knight and chooses instead to live as a dragoon. Aloof but compassionate, Kain is a proud warrior who secretly has feelings for Rosa.

Special Command

Jump: Avoids attacks by jumping into the air. Upon landing, causes double damage to the target.

CECIL (Paladin)

Special Command

Cover: Protects an ally from enemy attack.

CHARACTERS

ROSA (White Mage)
Childhood friend of Cecil and Kain, and the heroine of the story. She follows in the footsteps of her mother, who once fought for Baron as a white mage. As her mother did for her father, Rosa studies white magic largely to help Cecil. Although she can be reserved at times, Rosa has a strong will and an adamant side to her that surprises even Cecil.

Special Commands

White: Casts white magic spells.

Pray: Prays to the heavens to cast Cure1 without consuming MP. (Not guaranteed.)

Aim: Raises the accuracy of the bow and arrow.

RYDIA (Summoner)
A girl who once lived peacefully with her mother in the summoners' village, Mist. Like her mother, she has the magical ability to summon beasts, and can cast black magic and white magic spells. Her honest, cheerful, and courageous personality lifts the party's spirits when the going gets rough.

Special Commands

White: Casts white magic spells.

Black: Casts black magic spells.

Call: Calls summon beasts.

CID (Engineer)
Baron's chief airship engineer, who loves the skies and being around young people. Since he has just one daughter, he treats Cecil like a son.

Special Command

Study: Scans for enemy weakness and status (current and maximum HP).

CHARACTERS

EDWARD (Bard)

The prince of the desert kingdom Damcyan. He despises his royal status and prefers to live in freedom as a wandering bard. An attractive young man filled with sadness, his appearance reflects his gentle personality. His soft-heartedness, which stems from his benevolent nature, may be his downfall.

Special Commands

Sing: Causes various status effects by playing the harp. (Not guaranteed.)

Hide: Allows him to escape temporarily from battle.

Heal: Restores HP of all allies by using Potions in the inventory.

TELLAH (Sage)

A powerful sage, renowned even among the highest mages. He controlled powerful magic when he was younger, but his magic prowess has faded. He seems unfriendly, but is a man of principle. Tellah has a mysterious connection to the mage kingdom of Mysidia.

Special Commands

White: Casts white magic spells.

Black: Casts black magic spells.

Recal: Recalls a powerful magic. (Not guaranteed.)

YANG (Monk)

Leader of the monks of Fabul. Like many monks, he is polite and taciturn. Beneath his serene exterior lies an invincible soul. He uses his trademark elemental claws to decimate his opponents. Rumor has it that his skill is second to none.

Special Commands

Power: Uses “chi” to inflict double damage.

Kick: Damages all enemies.

Bear: Increases defense power. (Same effect as the white magic spell Armor.)

CHARACTERS

EDGE (Ninja)

A prince of the Eblan royal family, which has passed down the secrets and traditions of ninjutsu for generations. A confident and often brash man, he acts recklessly at times, but can also be affable and comedic.

Special Commands

Throw: Throws weapons such as shurikens with 100% accuracy.

Steal: Steals enemy items. (Not guaranteed.)

Ninja: Uses ninja magic.

FUSOYA

A mysterious individual the characters encounter during their journey.

Special Commands

White: Casts white magic spells.

Black: Casts black magic spells.

Regen: Gradually restores the HP of all allies for a certain amount of time. FuSoYa cannot act while the HP of your party are being restored.

PALOM (Black Mage)
POROM (White Mage)

Apprentice mages who live in the mage kingdom of Mysidia. Palom studies to be a black mage, while Porom aspires to be a white mage, both under the guidance of their town elder. They are twins.

Special Commands (Palom)

Black: Casts black magic spells.

Twin: Casts powerful magic with Porom.

Bluff: Temporarily raises the Wisdom stat (Wis).

Special Commands (Porom)

White: Casts white magic spells.

Twin: Casts powerful magic with Palom.

Cry: Surprises enemies and makes it easier to escape.

THE MAIN MENU

While roaming the Field and the World Map, you can open the Main Menu at any time by pressing the ⊜ button. Using this menu effectively is one of the keys to completing the game.

VIEWING THE MAIN MENU

A) The characters' graphics. Their positions reflect the battle formation. Characters shifted to the left are in the front row while those shifted to the right are in the back row.

B) The character's job.

C) Current level.

D) Current HP (Hit Points) / Maximum HP.

E) Current MP (Magic Points) / Maximum MP.

F) The commands you can select (see below).

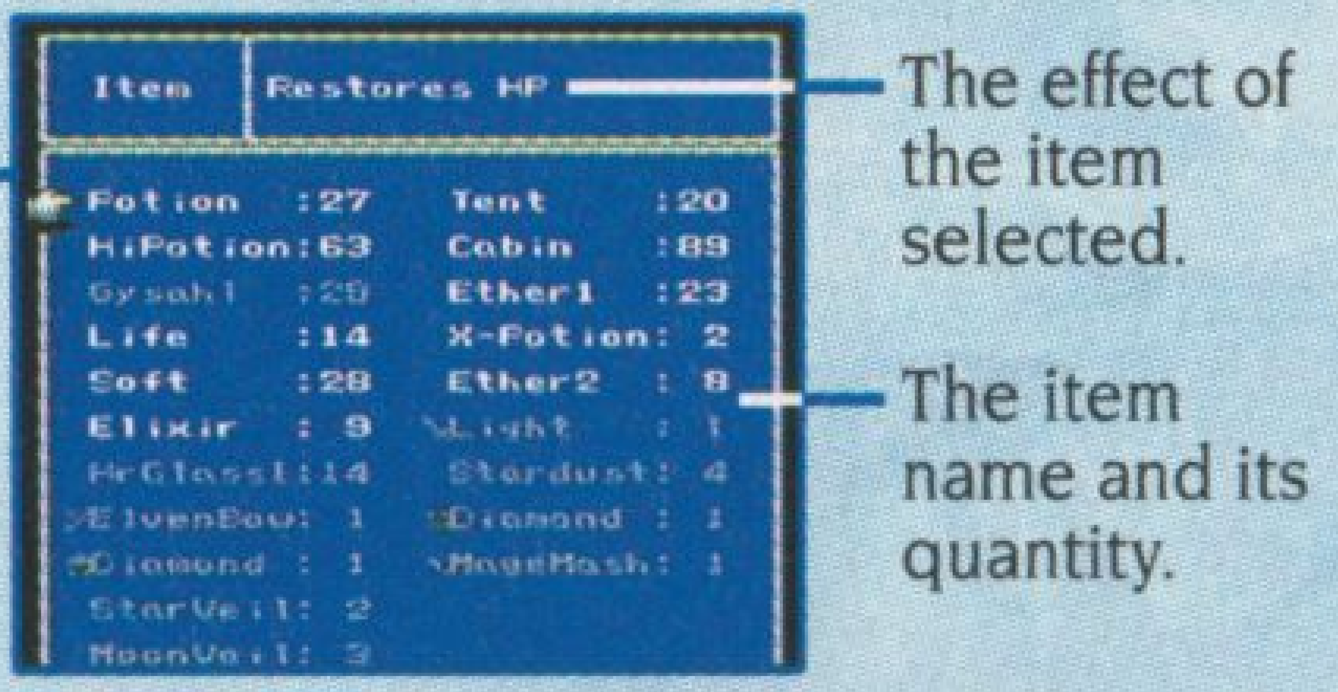
G) The length of play time.

H) The amount of Gil in possession.

THE COMMANDS

ITEM

Use the Item command to open the Item Menu, which displays your inventory. Items you can use in the menu are highlighted in white.



Use

Choose the item you wish to use and press the ⊗ button twice. Then select the character who will use the item.

Sort

To sort items that are scattered all over the Item Menu, choose Sort and press the ⊗ button twice. The items will be grouped together.

Discard

Select the item you wish to discard. Then select the trash can icon shown at the bottom of the menu.

Rearrange Items

Select the item you wish to move. Then select where you want to move the item.

MAGIC

To open the Magic Menu, use the Magic command and select the character whose magic you wish to view. The menu lists all the spells the character has learned. The ones that can be cast from the menu are highlighted in white.

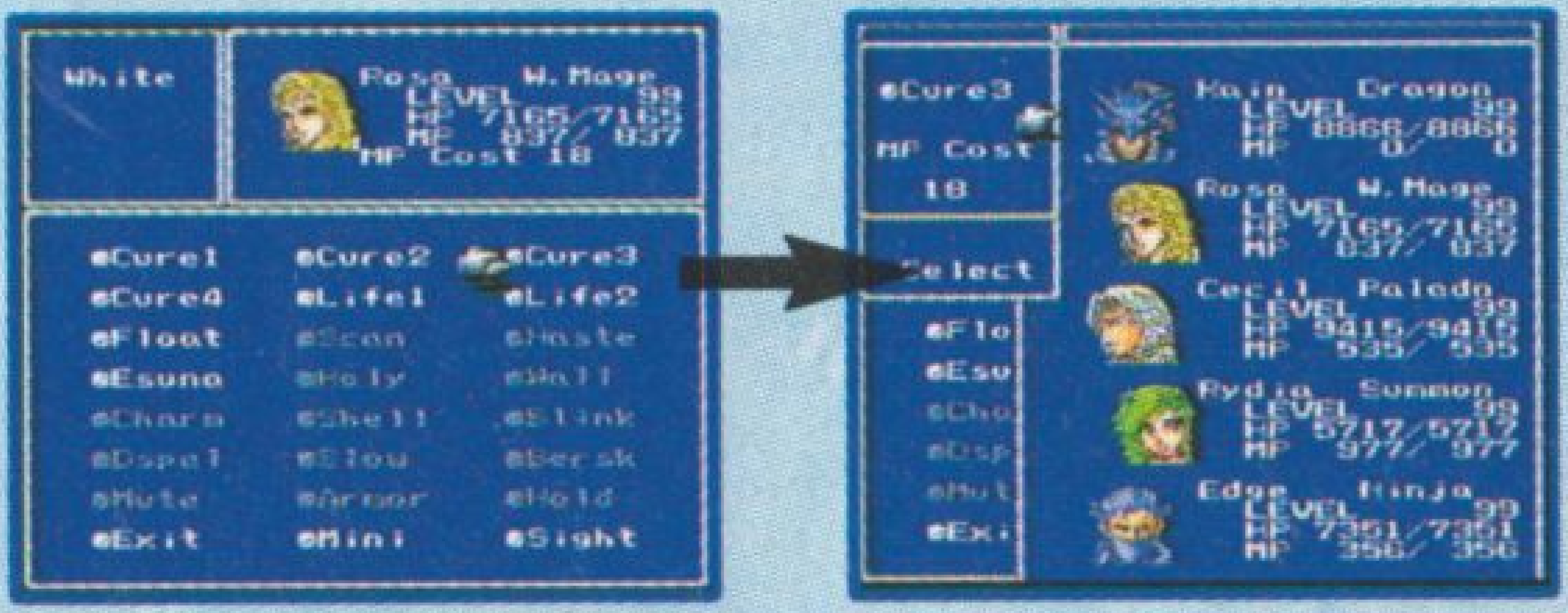
Magic type.

Select a spell to see how much MP is required. The value is displayed right below "Current MP / Maximum MP."

List of spells that have been learned.

Using Magic

Select the magic type and the spell you wish to cast. Then select the person on whom it will be cast.



At the Character Screen, select the character on whom you want to cast the spell.

Choose the spell you want to cast and press the ⊗ button twice.

Casting Spells on the Entire Party

You can cast certain spells on everyone. At the Character Screen, after you have selected which spell to cast, press the left or right directional button, and a cursor will flash beside each character (press the left or right directional button again to cancel). Press the ⊗ button to cast the spell.

Rearrange Spells

Rearrange spells as you would items (see page 10). Consider placing spells you cast frequently near the top of the Magic Menu.

THE MAIN MENU

EQUIP

Remember to equip weapons and armor after you acquire them. Observe how your stats (like Attack and Defense) change as you equip different items.

From the top: Attack, Defense, and Magic Defense (Mag Def).

The list of items equipped.

The character's dominant hand (DHand).

Equipping

Select a part of the body and your inventory will appear. Select the item you want to equip. (Note: Only the items highlighted in white can be equipped.)

Tips on Equipping Weapons

Follow these tips if you want to maximize your weapons' attack power: When equipping bows, equip the arrows to the dominant hand and the bow to the other hand. As for melee weapons, like swords and staffs, equip them to the dominant hand.

STATUS

The Status Screen displays a character's statistics, level, accumulated experience points, and the experience points required to level up.

A B C D E F G H

A) Character's name.
B) Character's job and current level.
C) Dominant hand.
D) Current HP / Maximum HP.
E) Current MP / Maximum MP.
F) Experience points gained.
G) Experience points necessary to level up.
H) Current statistics (the items equipped affect these values as well).

STATS

Strength	Determines the power of a physical attack.
Agility	Determines the delay before the character can act (the higher the value, the sooner the character can act).
Vitality	Determines the rate of growth of the character's HP.
Wisdom	Determines the power of black magic.
Will	Determines the power of white magic.
Attack	Determines the amount of damage the character deals.
Accuracy	Determines the accuracy of an attack.
Defense	Determines the amount of damage the character receives from physical attacks.
Evasion	Determines the probability of dodging physical attacks.
Magic Defense	Determines the amount of damage the character receives from magic attacks.
Magic Evasion	Determines the probability of dodging magic attacks.

THE MAIN MENU

ORDER

With this command, you can change the order of the characters. Select the character you want to move, then select the slot you want to move him/her to.

ROW

Choose Row and press the ⊗ button to switch between front row and back row.

Use Order and Row to Set Up an Effective Battle Formation

You cannot select front row or back row individually. With five party members, you can either have three characters in the front row or three characters in the back row. Use both Order and Row to set up your preferred formation. For more details on front row and back row, refer to page 19.

THE MAIN MENU

CONFIGURATION

You can change the game settings as you play the game. Adjust them according to your skill and preferences.

Battle Mode (Mode)

The "Wait" option stops time (prevents monsters from attacking) while you select items and spells during battle. With the "Active" option, time never stops.

Battle Speed (Bat Spd) and Battle Message Speed (Bat Msg)

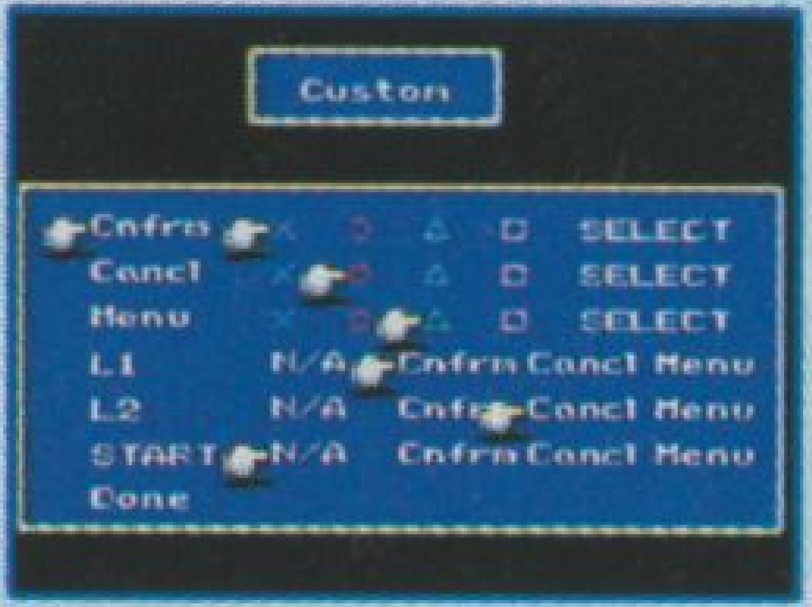
You can adjust Battle Speed and Battle Message Speed to six different levels.

Sound

You can switch between Stereo and Mono.

Controller (Control)

You can customize the button configuration. Also, you can select a two-player mode that allows two controllers to share control of the party both in and out of battle.



Customization

You can change the button configurations to change their functions. Example: If you switch ○ and △, ○ becomes the Menu button while △ becomes the Cancel and Dash button.

Two-Player Mode

You may select "Multi" mode to share control of the party between two controllers. This feature allows two players to fight battles together.

THE MAIN MENU

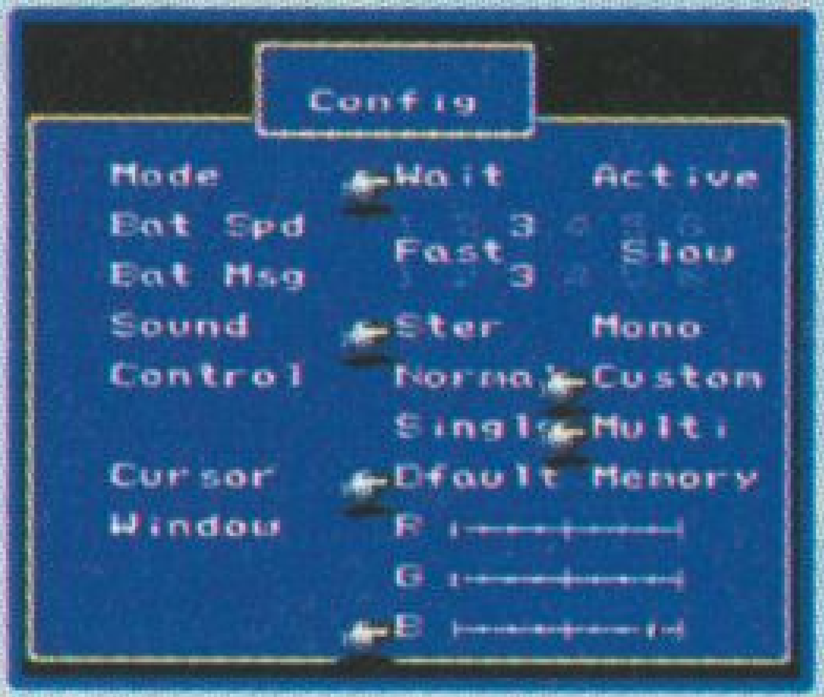
Cursor Position (Cursor)

You can save the position of the cursor that appears in the menus.

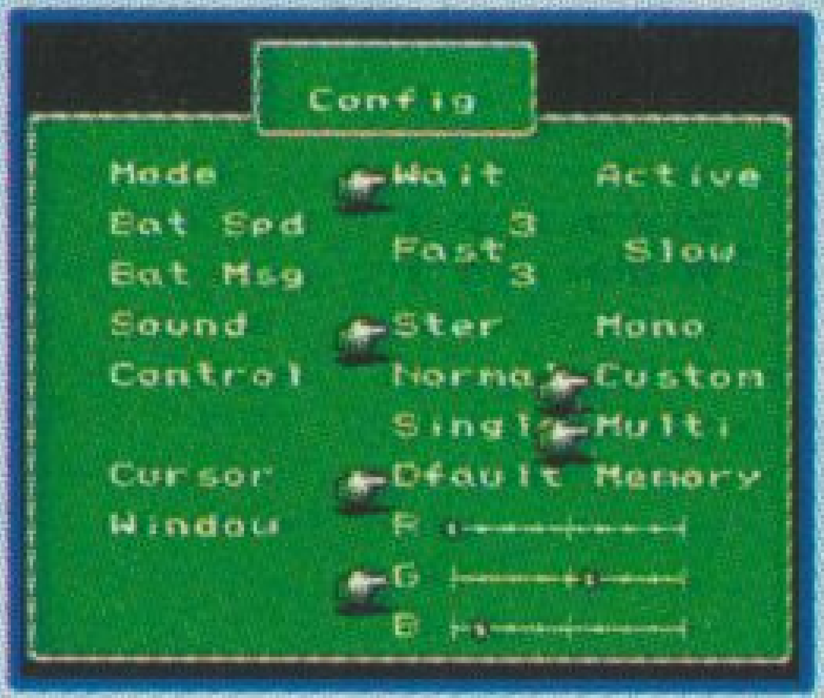
- Default: Once you access or exit a menu, the cursor position returns to the default position (the top of the menu).
- Memory: Even if you access a different screen, the cursor will return right where you left it.

Window Color (Window)

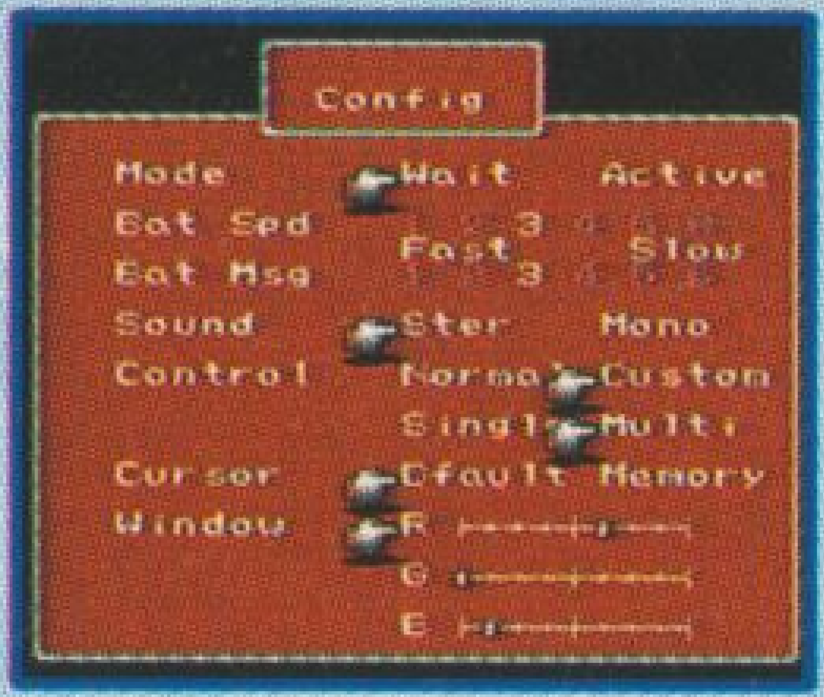
You can adjust the window color. Different combinations result in different colors.



B Add more blue.



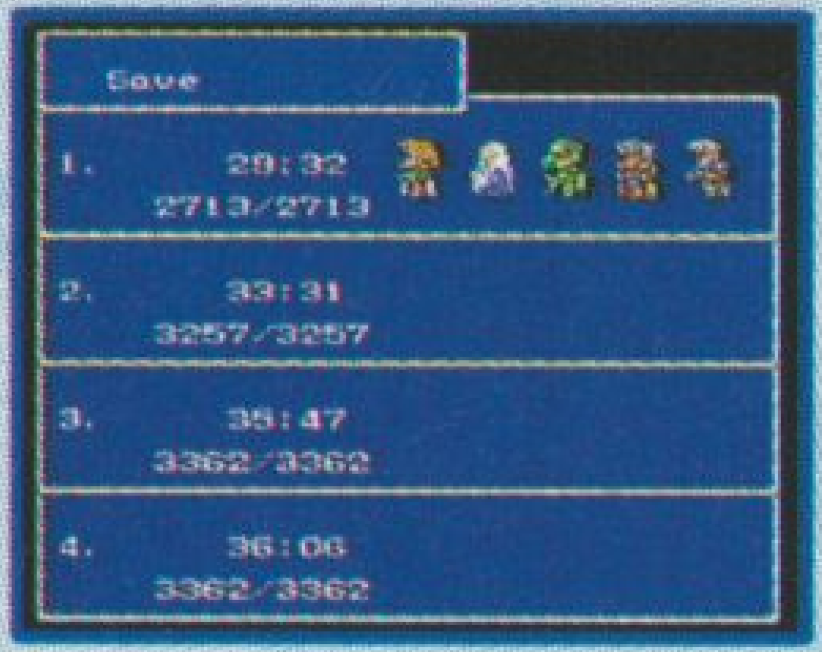
G Add more green.



R Add more red.

Saving

Saves current state in the game. You can save your game by using a memory card or the Memo system. (Refer to page 3, "Getting Started and Saving," for details.)



Locations for Saving

You can only save on the World Map or at save points located inside dungeons. You cannot save inside towns or castles.

TOWNS & CASTLES

In an RPG, towns and castles serve as important centers for both information and items.

TALK

To talk to people, face them and press the ⊗ button. At times, a list of items may appear while you are talking to someone or examining things. Choose the item suitable for the situation.

The same person may talk about different things in the course of the game.

A list of items may appear automatically.

MOVE

Press the directional button in the direction you wish to move your character. If the ◉ button is pressed while moving, the character will run.

You can pass through some places that appear to be blocked. You may also be able to find hidden treasures or shortcuts.

You must press a button to open some doors.

You might find some items on top of cupboards.

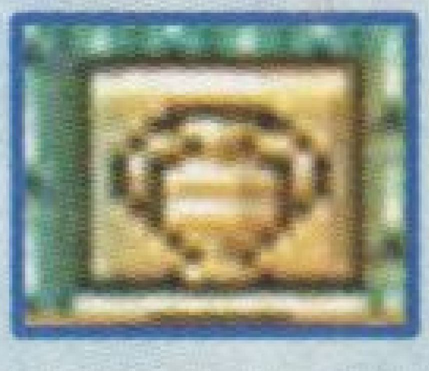
You may find items in treasure boxes and pots.

SHOP GUIDE

Various shops can be found in towns. Purchase items you need or sell extra items in these shops.

Inns
Spending the night at an inn will completely restore HP and MP as well as cure status abnormalities.

Weapons Shop
You can purchase weapons as well as sell all types of items from your inventory.

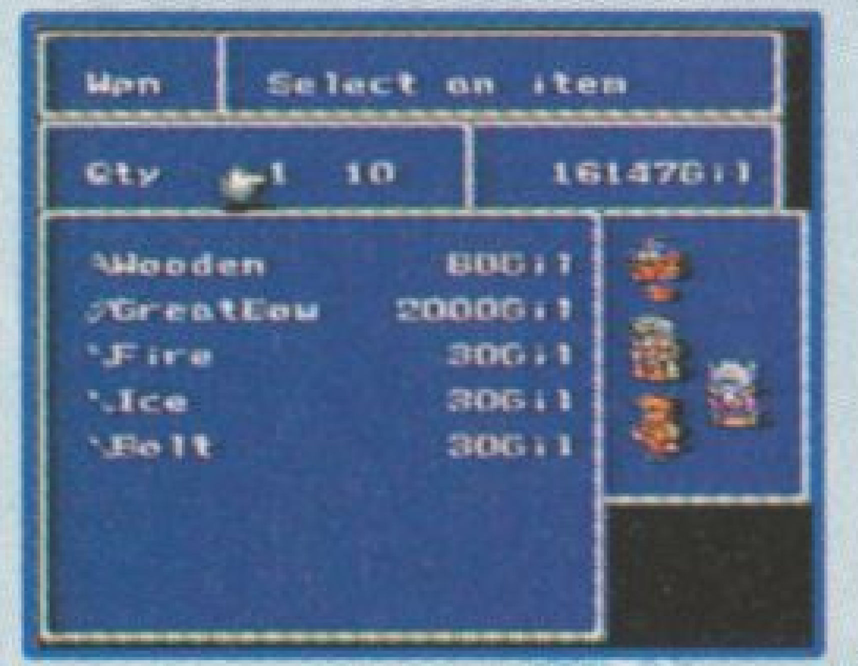


Item Shop
You can purchase various items here and sell items in your inventory.

Armor Shop
You can purchase armor as well as sell items in your inventory.

BUY AND SELL ITEMS

If you talk to a merchant behind the counter, you will be able to buy/sell goods.



<Buy> Set the quantity you want to buy before you confirm your selection. The characters will cheer by raising their arms if you set the cursor to a weapon or armor that they can equip. (For example, if you choose the shield Aegis, then Cecil, Kain, and Cid will all cheer. If you choose the ninja sword Kunai, only Edge will cheer.)

<Sell> Set the quantity you want to sell and select the item to see the selling price. If you want to sell for the price offered, press the ⊗ button again.

* If the quantity you wish to buy/sell exceeds one, move the cursor to "10" and press the directional button up or down. To increase the quantity by multiples of ten, move the cursor to "10" and press the △ button.

BATTLE SYSTEM

To fight effectively, make sure you understand the battle system. You will obtain money (Gil) and experience points when you win battles.

READING THE BATTLE SCREEN

A) Enemy monsters. They may attack from the front row or back row.

B) If you inflict damage on an enemy monster, the damage value will appear in white. Green numbers represent the amount of HP recovered.

C) The monster names will be displayed.

D) The party members.

E) The characters' names and their current HP / maximum HP.

ABOUT ACTIVE TIME BATTLE (ATB)

The ATB system manages time flow during battles. This system allows those with the highest Agility stat value to act first, whether they be friend or foe. Whereas in a completely turn-based battle system, each character acts immediately after you enter a command, in the ATB system the delay between command and execution is determined by the character's Agility. When a character is ready to act, he or she will begin flashing onscreen, and his/her name will appear in yellow. While allies select battle commands, time continues to elapse and enemies keep attacking, so beware. If you choose the "Active" option in the Configuration Menu, enemies will attack you even while you are selecting items or spells.

Take Advantage of the ATB System

Against monsters that transform like Mist D., you must time your attack properly to cause effective damage. When the monster transforms into mist, attacking is futile, so you should use that time to heal. When the monster reappears, resume attack!

Hold off your attack.

When the monster reappears, attack!

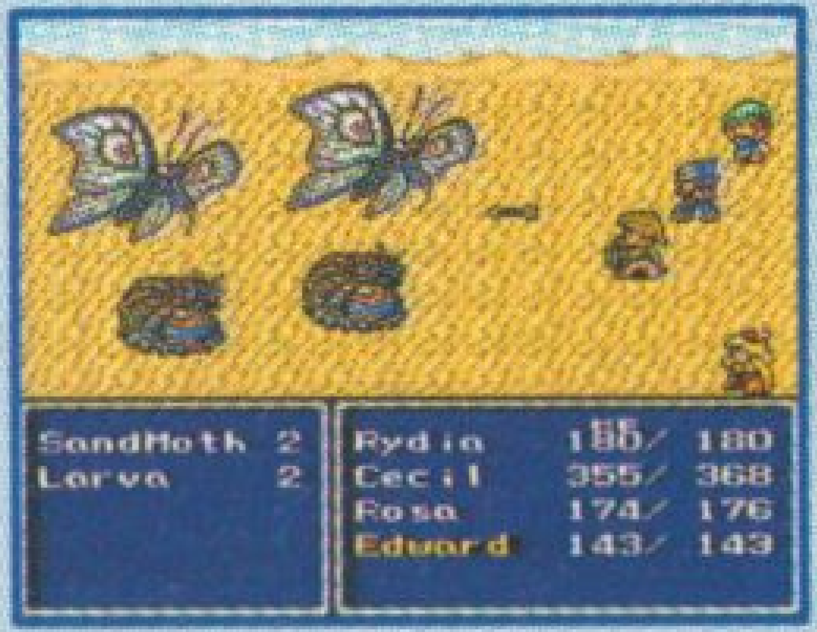
BATTLE SYSTEM

BATTLE COMMANDS

Aside from "Fight" and "Item," each character has his or her own unique set of battle commands.

FIGHT

Use the Fight command to attack enemies physically. Select Fight, then select the character's target. If another party member defeats that target first, the character will automatically attack another enemy.



Front Row vs. Back Row

Physical attacks can deal more damage from the front row thanks to greater attack power and accuracy, but you take more damage in return. Likewise, you inflict less damage from the back row, but you also receive less damage. However, magic and projectile (Projec) weapons, like a bow, can cause equal damage from either front or rear. Enemies can also position themselves into two rows. Consider these facts when you set your battle formation.

MAGIC

To use magic, select a type of magic (e.g. black or white), the spell you wish to cast, and the target.

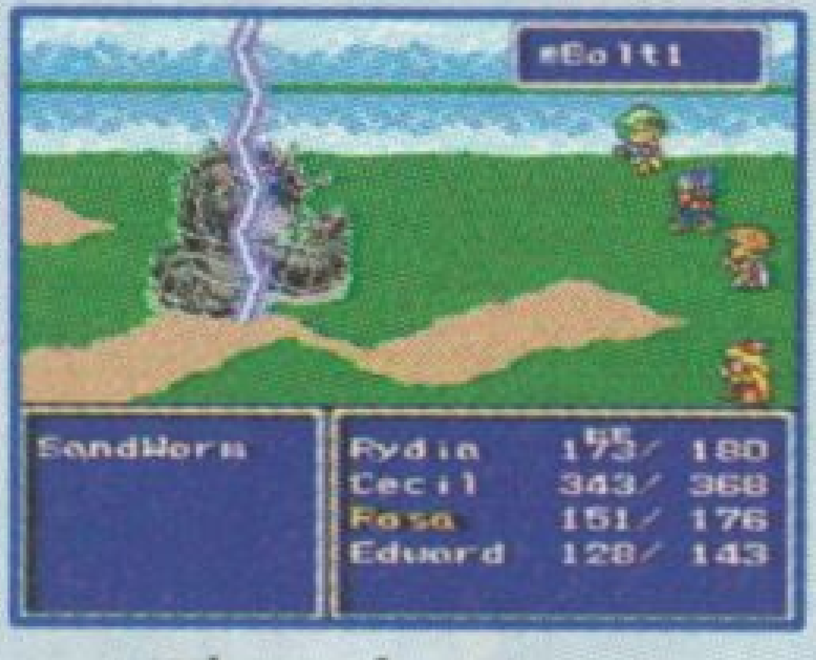
When the command is executed, the character will begin chanting. The time it takes to cast the spell will vary depending on the spell. Meanwhile, the battle time, managed by the ATB, will continue to elapse. When the spell is cast, MP is consumed. You cannot cast a spell without enough MP. If another party member defeats the target while a magic user is still chanting, the spell will automatically be cast on another target.

BATTLE SYSTEM

Use the cursor to choose the spell and confirm by pressing the ⊗ button.

Set the cursor on your target and press the ⊗ button.

The character will begin to chant the spell.



When chanting is complete, the spell will be cast.

Cast on All

You can cast some spells on multiple targets. Select the spell and press the left directional button until the cursor flashes on all enemies; or, press the right directional button to target all allies. There are some spells that hit multiple targets automatically upon selection.
* If you are attacked from behind, press the right directional button for enemies and the left directional button for allies.

ITEM

To use items during battle, select Item, choose an item with the cursor, press the ⊗ button twice to confirm selection, and select the target. Offensive items can only be used on enemies.

Select the item you wish to use.

Select the character upon which the item will be used. Some items will automatically target multiple targets.

Changing Weapons During Battle

From the Item Window, select the weapon you want to wield. Next, continue pressing the up directional button until the Weapon Menu appears. Choose the weapon you want to replace and press the ⊗ button to confirm the selection. After this, you will be able to use the new weapon in battle. You can use some weapons like items. Access the Weapon Menu, select the weapon you wish to use, and select your target.

BATTLE SYSTEM

ROW

Press the left directional button to access the Row command. Use this command to switch the party's battle formation between front row and back row.

PARRY

Press the right directional button to access the Parry command. Use this command to raise your defense power.

ESCAPE

Press the L1 and R1 buttons simultaneously to escape. You may have to hold down the buttons for a while in order to escape from swift enemies. You cannot escape from bosses.

First Strike, Back Attack, and Ambushed

Upon encountering enemies, one of the following messages may appear:

First Strike: Upon encounter, you have a certain amount of time to attack first.

Ambushed: Upon encounter, the enemy will attack first for a certain amount of time.

Back Attack: Upon encounter, the enemy will attack you from behind. Beware: your party's front row and back row will be reversed, possibly leaving your weaker characters more vulnerable. Use the "Row" command to resume normal party formation. Also, as when you are Ambushed, the enemy will have the initiative and attack first.

CHOCOBOS

Chocobos are familiar characters in the FINAL FANTASY series. They live in Chocobo Forests located all over the world. There are four types of chocobos. Two of these types can transport your characters at high speeds, allowing them to avoid enemy encounters entirely.

YELLOW CHOCOBO

Regular chocobos can carry your party across land and rivers at twice the party's walking speed. To mount a chocobo, stand in front of it and press the ⊗ button. Press the ⊗ button again to dismount. Once you dismount from a chocobo, it will return to the forest.

BLACK CHOCOBO

Black chocobos can transport your party by air at low altitudes, but cannot cross mountains. Also, they can only land in forests. Black chocobos, unlike regular chocobos, will wait after you dismount. However, once you mount them again, they will fly back to their home forest.

WHITE CHOCOBO

White chocobos can fully restore your MP. At least one lives in every Chocobo Forest.

FAT CHOCOBO

The big boss of chocobos, the Fat Chocobo can store items for you. Use a Gysahl when "the smell of chocobo is in the air," and he will appear.

VEHICLE GUIDE

Vehicles will move you swiftly across the World Map. Press the ⊗ button to board and disembark from vehicles.

AIRSHIP

Red Wings are airships that Cid remodeled for military purposes.
The Enterprise is an upgraded version of the Red Wings.
Other powerful airships also appear in the game.

Where airships can land:

Grasslands (greenish yellow)

Grasslands (green)

HOVERCRAFT

The royal transport of Damcyan. With the hovercraft, you can travel across land and even shallow water.

Where hovercraft can land:

Desert

Grasslands

Where hovercraft can travel:

Shallows

Lakes

ITEM GUIDE

You will need items for your journey. You should familiarize yourself with each one. Some items can only be used during battle while others can only be used from the Item Menu.

OFFENSIVE ITEMS

Name	Effect
Bomb	Causes fire damage.
Big Bomb	Stronger version of Bomb. Generates a ball of fire that scorches enemies.
Notus	Causes ice damage.
Boreas	Stronger version of Notus. Generates a huge icicle that pierces enemies to the core.
ThorRage	Causes bolt damage.
ZeusRage	Stronger version of ThorRage. Damages enemies with a powerful lightning attack.
Stardust	Showers stardust that damages any type of enemy.
Inferno	Scorches the enemy with dragon fire.
Blizzard	Freezes the enemy with cold dragon breath.
LitStorm	Zaps the enemy with a dragon's lightning bolt.
GaiaDrum	Causes an earthquake to damage enemies. Same as the black magic spell Quake.
Grimoire	A book of summons that calls a random summoned creature.
Coffin	Kills the enemy instantly. Same as the black magic spell Death.
HrGlass1	Stops time for enemies, immobilizing them.
HrGlass2	Stronger version of HrGlass1. Enemies become immobile for a longer time.
HrGlass3	Stronger version of HrGlass2. Enemies become immobile for an even longer time.
Silk Web	Spins webs around the enemy to hinder their mobility. Same effect as the white magic spell Slow.
MuteBell	Prevents the enemy from using magic by silencing them. Same effect as the white magic spell Mute.
Bestiary	Learn enemy HP and weaknesses. Same effect as the white magic spell Scan.
Hermes	Raises agility. Same effect as the white magic spell Haste.
Bacchus	Berserks the target so he/she attacks powerfully but uncontrollably. Same effect as the white magic spell Bersk.
Kamikaze	Sacrifices the user's HP to damage the enemy by that same amount. The user becomes KO'd.
Vampire	Restores HP by absorbing the target's HP. Same effect as the black magic spell Drain.
Succubus	Restores MP by absorbing the target's MP. Same effect as the black magic spell Psych.
Bomb	Teaches Rydia how to summon Bomb.
Imp	Teaches Rydia how to summon Imp.
Cocatris	Teaches Rydia how to summon Cocatris.
Mage	Teaches Rydia how to summon Mage.

DEFENSIVE ITEMS

Name	Effect
Illusion	Allows you to dodge attacks by creating your double. Same effect as the white magic spell Blink.
StarVeil	Reflects enemy magic with a wall of holy light. Stronger than the white magic spell Wall.
MoonVeil	Stronger version of StarVeil. Reflects enemy magic with a wall of moonlight.

ITEM GUIDE

RECOVERY ITEMS

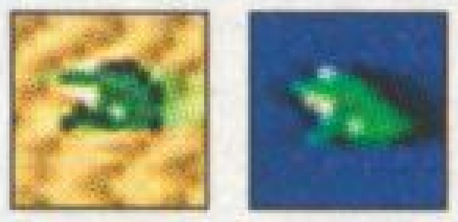
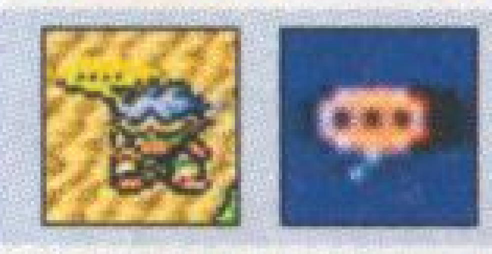
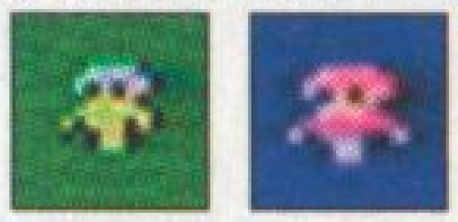
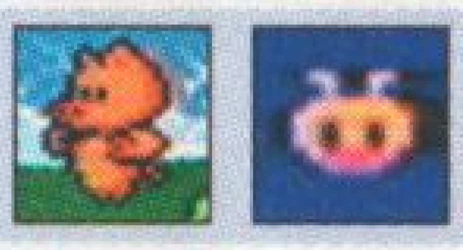
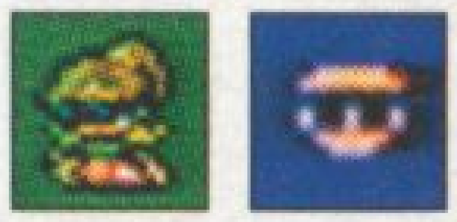
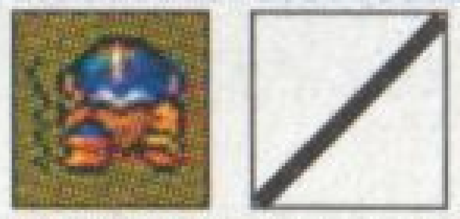
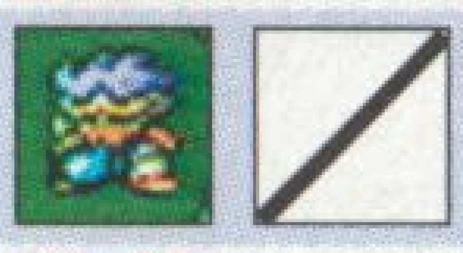
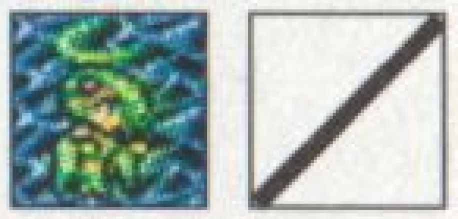
Name	Effect
Potion	Restores some HP.
HiPotion	Stronger version of Potion.
X-Potion	Stronger version of HiPotion.
Ether1	Restores some MP.
Ether2	Stronger version of Ether1.
Elixir	Completely restores HP and MP.
Tent	Restores some HP and MP. Cures all bad status effects except KO.
Cabin	Completely restores HP and MP. Cures all bad status effects.
Life	Cures KO and restores minimal HP. Same effect as the white magic spell Life1.
MaidKiss	Cures those who have become toads (cures Toad).
Soft	Cures those who have become petrified (cures Petrify).
Mallet	Cures those who have become small (cures Mini).
DietFood	Cures those who have become pigs (cures Pig).
EchoNote	Cures those who have lost their magic ability (cures Silence).
Eyedrops	Cures those who have become blind (cures Darkness).
Antidote	Cures those who have been poisoned (cures Poison).
Cross	Cures those who have been cursed (cures Curse).
Remedy	Cures all bad status effects except KO. Same effect as the white magic spell Esuna.
Alarm	Wakes up those who have fallen asleep during battle (cures Sleep).
Unihorn	Immediately cures bad status effects that would otherwise disappear after battle (like Confuse and Berserk).

OTHER ITEMS

Name	Effect
Exit	Warps you out of dungeons to the surface.
EagleEye	Zooms out the screen to provide a panoramic view of your surroundings. Same effect as the white magic spell Sight.
Gysahl	Calls Fat Chocobo if used in an area where there is the smell of chocobo in the air.
Whistle	Allows you to call Fat Chocobo from anywhere except during battle.
Ag Apple	Raises maximum HP by 50 points.
Au Apple	Raises maximum HP by 100 points.
SomaDrop	Raises maximum MP by 10 points.
Alert	Alerts enemies to your presence and pulls you straight into battle.

STATUS ABNORMALITIES AND CURES

Magic and items are necessary to cure status abnormalities inflicted by enemies during battle. Remedy, Tent, and Esuna can cure all abnormalities except KO. To cure everything, including KO, spend the night at an inn or use a Cabin.

Name	Display*	Effect	Cure**
KO		Target cannot participate in battle until recovered.	Life, Life1, Life2
Petrify		Target turns to stone and is immobilized until recovered.	Soft
Toad		Target turns into a toad and cannot use magic. Attack and defense powers decrease.	MaidKiss, Toad
Silence		Target cannot use magic.	EchoNote
Mini		Target shrinks. Attack and defense powers decrease.	Mallet, Mini
Pig		Target turns into a pig and cannot use magic.	DietFood, Piggy
Darkness		Target is blinded; accuracy of physical attacks decreases.	Eyedrops
Poison		Target's HP gradually decreases.	Antidote
Paralyze		Target cannot move for a certain time.	Unihorn, effect expires after battle
Sleep		Target falls asleep and is immobilized until awakened.	Alarm, Unihorn, effect expires after battle or when attacked
Confuse		Target cannot be controlled and randomly attacks enemies or allies.	Effect expires after battle or when attacked
Curse		Target's attack and defense powers decrease by half.	Cross, effect expires after battle

* In the Display column, the graphics on the left are images that appear during battle. The icons on the right appear in the Main Menu.

** In the Cure column, curative items are listed first, followed by spells.

PROLOGUE

This is the fateful story of those who discovered the trigger of time. From a timeless past to an unimaginably distant future, many events and encounters await your arrival. Get ready for an epic adventure that transcends the boundaries of space and time!

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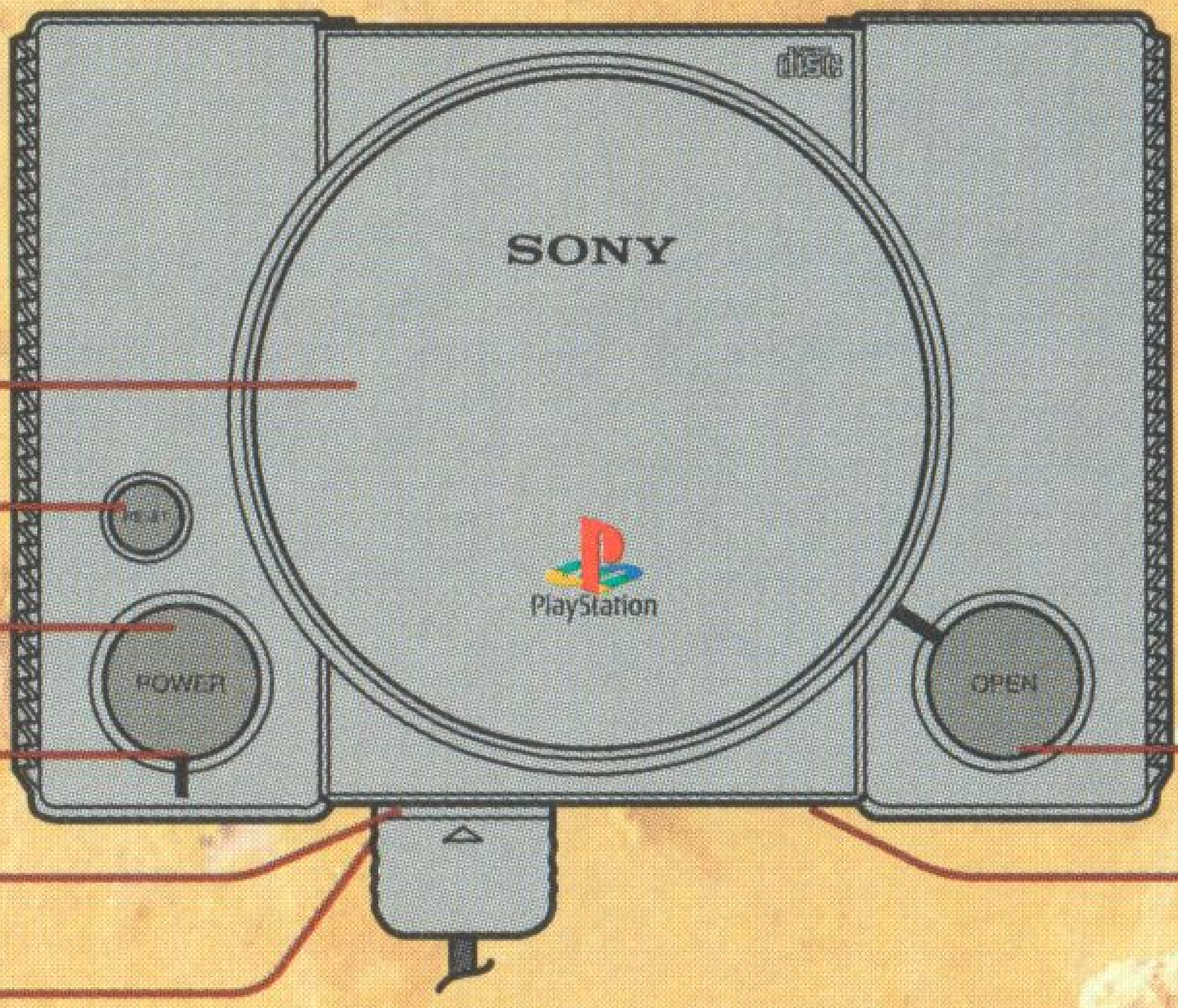
FINAL FANTASY IV Instructions . . . 1

GETTING STARTED



Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Chrono Trigger®** disc into your PlayStation game console and close the disc cover. Insert game controllers and turn the power on. The opening movie will begin. Press the ⊗ button to go directly to the Title Screen.

This game will save your progress onto a memory card. Be sure to insert the memory card into the MEMORY CARD slot beforehand.

PLAYING THE GAME FROM THE BEGINNING

Select <New Game> at the Title Screen and press the ⊗ button.
(Note: Hereon, to "select" something means to select it using the directional buttons, then press the ⊗ button to confirm your selection.)

SELECTING BATTLE MODE

Select either Battle Mode and press the ⊗ button.

ACTIVE Enemies take action during battle regardless of whether commands are being entered.

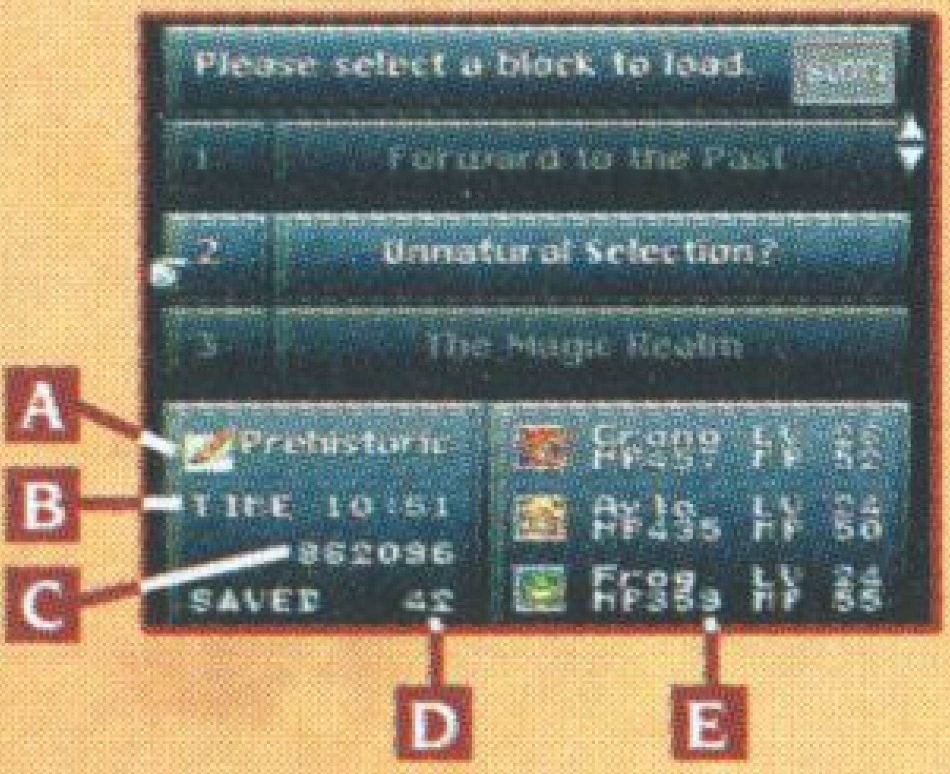
WAIT Enemy actions stop while Tech and Item windows are open.

ENTERING NAMES

Next, you will enter a name. This will also occur when meeting new characters. Use the ⊗ button to confirm and the ◎ button to cancel.
When you are finished, press the START button.

WHEN CONTINUING A GAME

At the Title Screen, select the MEMORY CARD slot containing the memory card and press the ⊗ button. Next, select the save data from which you wish to continue with the directional buttons and confirm selection by pressing the ⊗ button. The selected file content will be displayed at the bottom of the screen.



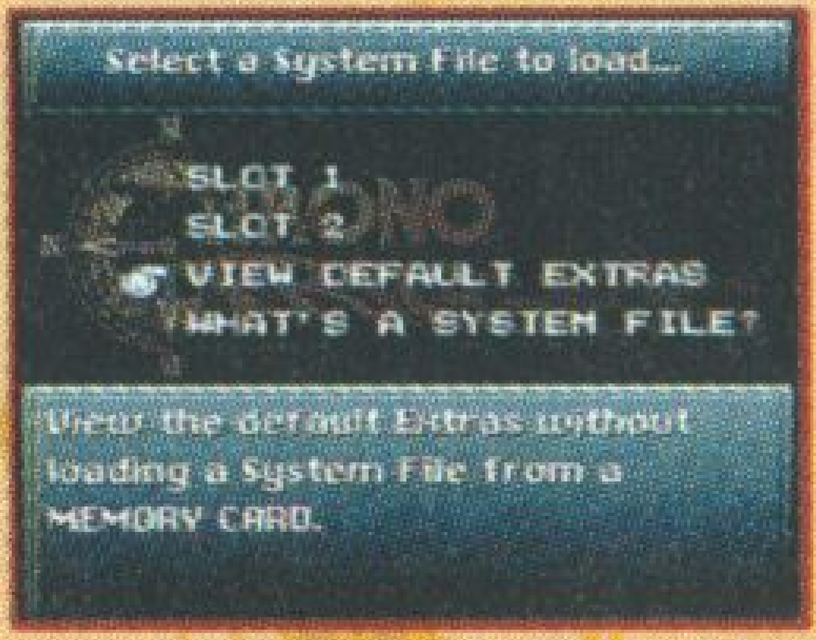
A) The period saved
B) Game play time
C) Money in possession
D) Number of saves
E) Party members and status at the time of save

NEW GAME +

Once the game has been cleared, you can start a new game using your acquired levels and parameters.

EXTRAS

Extras are special features that offer more insight into the world of Chrono Trigger. Initially, there are only two features available: Theater and Music Box. The Theater and Music Box allow you to replay the animated scenes and music that you have found in the course of the game. Most of the movies and music tracks will remain unavailable until you have cleared the game. Once you clear the game, you can save special data called a "System File" onto a memory card. The System File allows you to access new Extras that you have acquired. For more information on the System File, please view the in-game tutorial "What's a System File?"



Load System File from Memory Card

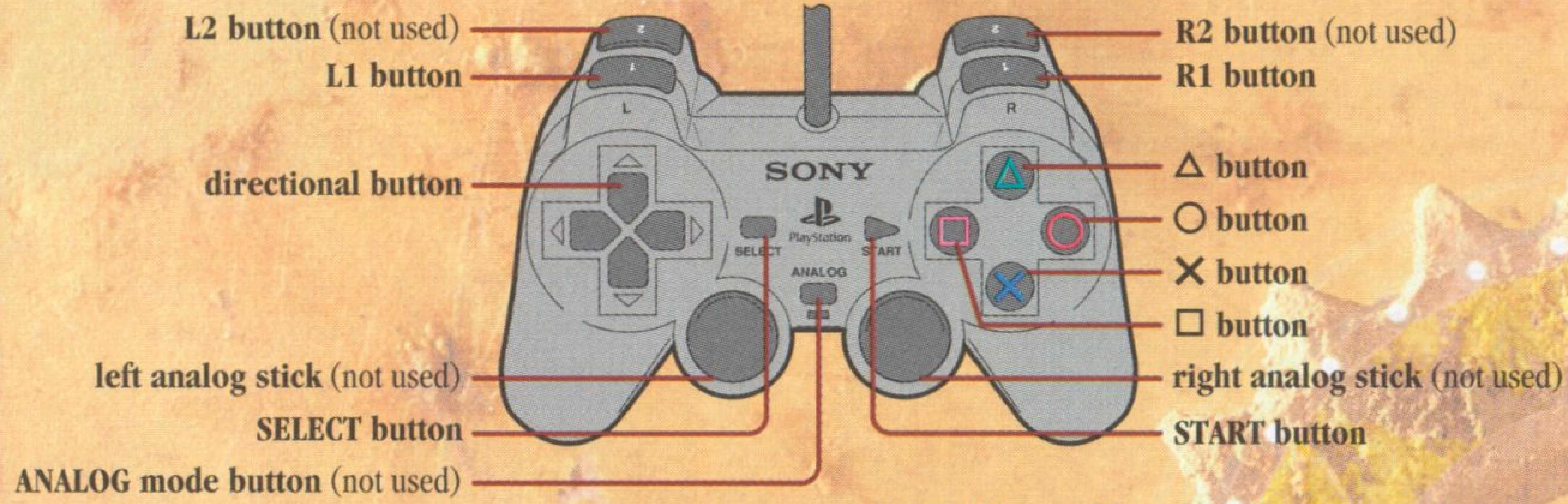
Loads a saved System File from the memory card to load and display acquired Extras.

View Default Extras

Default Extras may be viewed without loading a System File.

BASIC CONTROLS

DUALSHOCK™ analog controller configurations



NOTE: Compatible only in DIGITAL mode.

The following section explains basic controller operation for Chrono Trigger, and shows default settings for each button. See page 38 to customize controller functions. This game is not compatible with analog control features or with multitap accessories.

directional buttons	Character movement / cursor movement in menu screens.
left analog stick	Not used.
right analog stick	Not used.
× button	Confirm / Talk / Examine / Enter buildings.
○ button	Cancel / Dash (when held down while character is moving).
△ button	Open Main Menu Screen.
□ button	Open Character Exchange Screen / Open Time Gauge Screen when riding in the Time Machine.
L1 button	Escape from battle* (when held down with the R1 button) / Operate Time Gauge / Operate Item Screen.
L2 button	Not used.
R1 button	Escape from battle* (when held down with the L1 button) / Operate Time Gauge / Operate Item Screen.
R2 button	Not used.
SELECT button	Opens the World Map on the World Map Screen.
START button	Pause / Resume.
ANALOG mode button	Not used.

***Note:** Not all battles can be escaped.

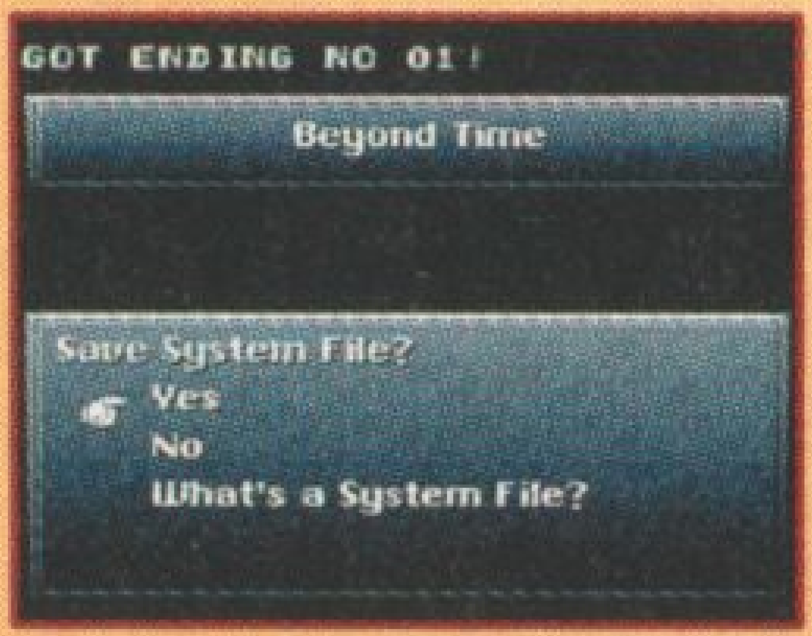
To execute a Soft Reset and return to the Title Screen, press the L1, L2, R1, R2, START, and SELECT buttons simultaneously.

SAVING & GAME OVER

SAVING
The game can be saved anywhere on the World Map and at save points on the Field Screen. See page 38 for details.

GAME OVER
When all party members are defeated in battle (HP 0), the game is over. After that, you can return to the Title Screen by pressing any button.

GAME CLEAR
This game contains multiple endings. After viewing an ending, save the ending data onto a memory card; it will be stored as a "System File." If a System File exists, you will be able to access "New Game +" as well as new Extras.



Save (Yes)
Saves the System File onto a memory card.

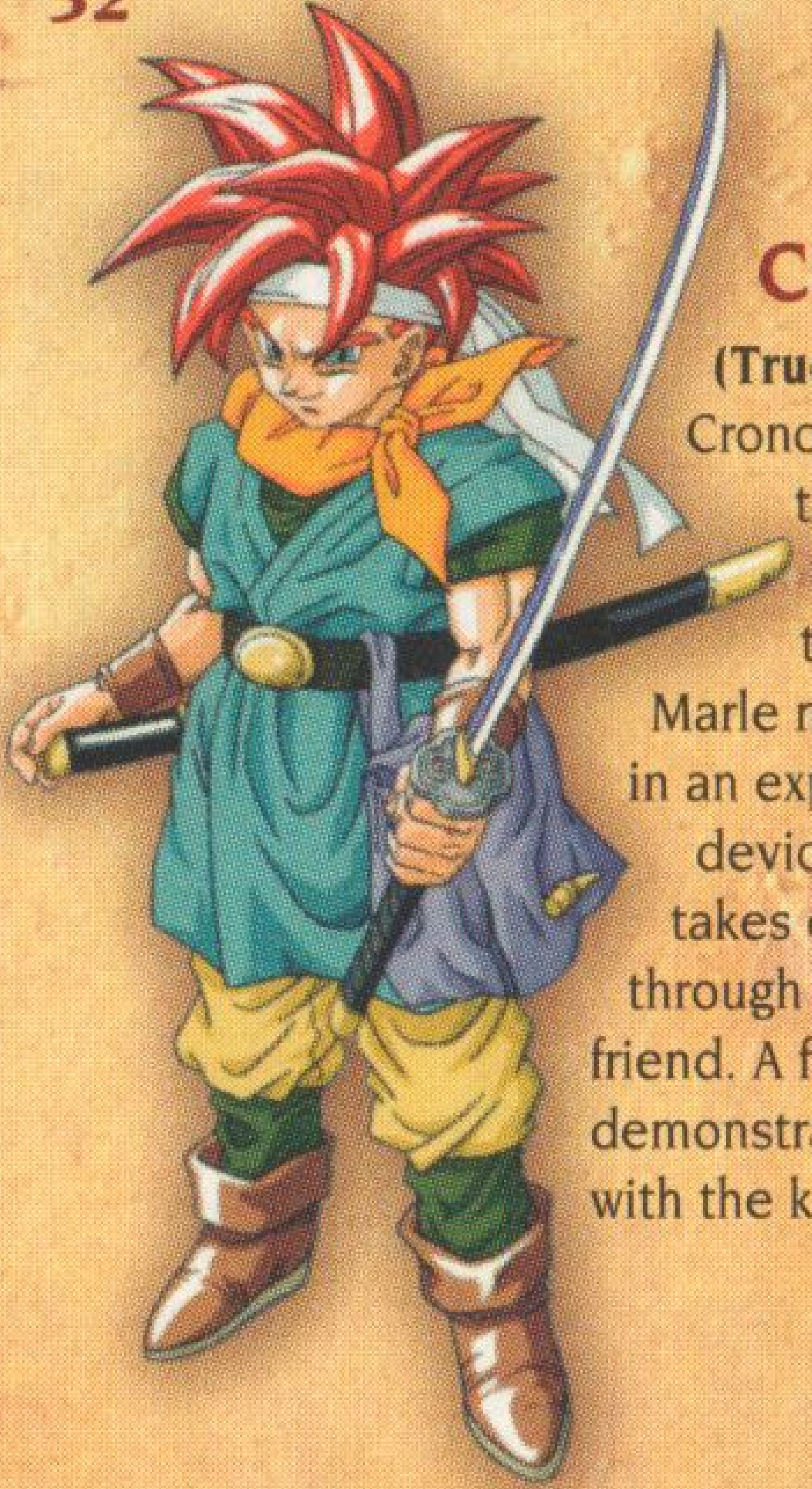
Save (No)
Does not save the System File.

What's a System File?
An explanation of the System File will be shown.

EVENTS REQUIRING CODE ENTRY
For certain events in the game, codes must be entered with the controller. To enter codes, refer to the chart shown on the right.

X	△ button
Y	□ button
A	○ button
B	✕ button
L	L1 button
R	R1 button

CHARACTERS



CRONO

(Truce Village, 1000 AD)

Crono lives in Truce Village in the year 1000 AD with his mother. He is a content teenager until his friend Marle mysteriously disappears in an experimental teleportation device. He courageously takes on the task of traveling through time to find his lost friend. A fine swordsman, Crono demonstrates extraordinary skill with the katana.

LUCCA

(Truce Village, 1000 AD)

She lives with her parents near Truce Village in the year 1000 AD. More comfortable around books and machinery than around people, she does not have many friends her own age. A brilliant inventor, Lucca creates a device known as a telepod that is said to be able to instantly transport a person from one location to another. She uses her cunning and creativity to make new inventions and weapons.

MARLE

(Guardia Castle, 1000 AD)

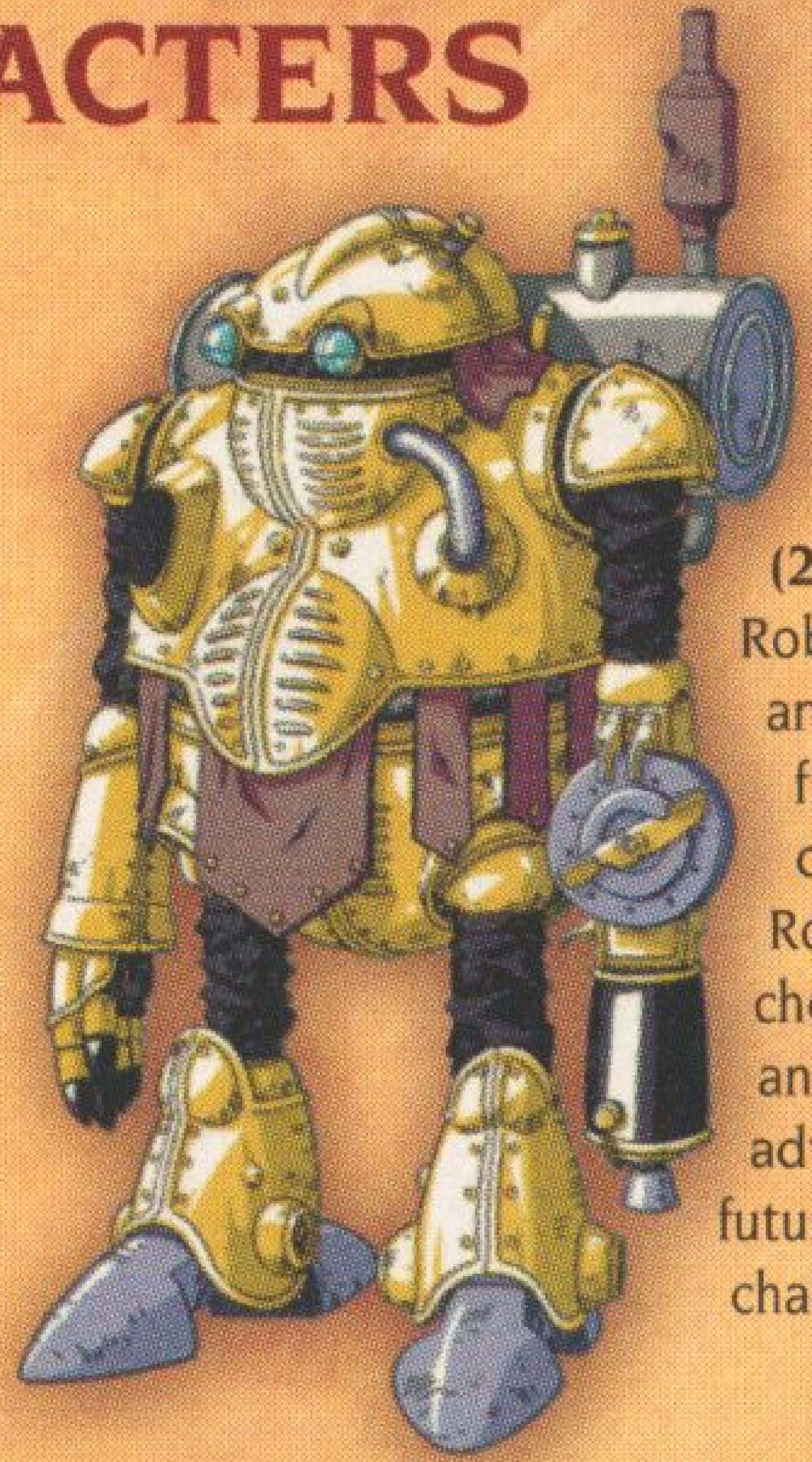
Marle lives in the year 1000 AD in Guardia Castle. Posing as a commoner, Marle is actually Princess Nadia of the kingdom of Guardia. Her mother, Aliza, died when she was young and Marle now lives with her father, the king of Guardia. She meets Crono and Lucca at the Millennial Fair in Leene Square. She despises royal life and longs for the freedom of common life. Her beauty is matched only by her desire for freedom from royal burdens.

CHARACTERS

FROG

(600 AD)

A valiant knight of the Guardia kingdom in 600 AD, Frog relinquishes his post as the queen's protector after failing to prevent the disappearance of his queen, Leene. Frog is looking to avenge the death of his fallen comrade. He is a powerful swordsman who wields the mythical sword, Masamune.



ROBO

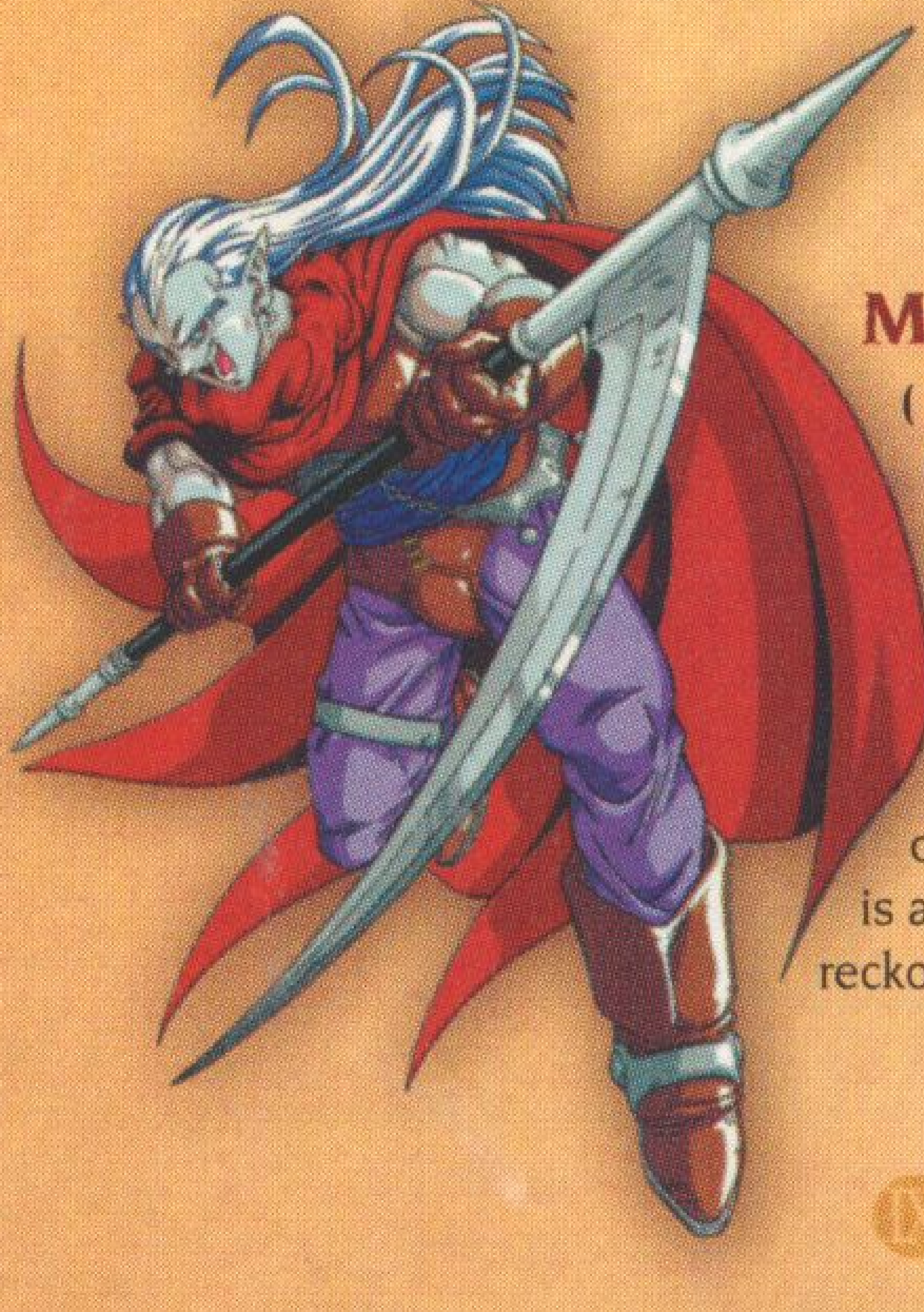
(2300 AD)

Robo is searching for his lost past and striving to improve the future. Upon finding the broken down machine, Lucca repairs Robo. In return, the robot chooses to fight alongside Crono and his friends. Robo uses advanced weaponry from the future to strike fear into all who challenge him.

AYLA

(65,000,000 BC)

Ayla, a feral cavewoman from the distant past, is the chief of Ioka Village. She is seeking allies to defend her village against the threatening dino-human Reptites. Recruiting Crono and his friends, Ayla and her people must battle the Reptites for control over history itself. On the battlefield Ayla is unmatched in raw power and ferocity.



MAGUS

(?)

Magus lives in the year 600 AD but may have come from some other era. Magus is bent on destruction for reasons yet unknown. A master of Shadow Magic, Magus is a dark force to be reckoned with.

THE MAIN MENU

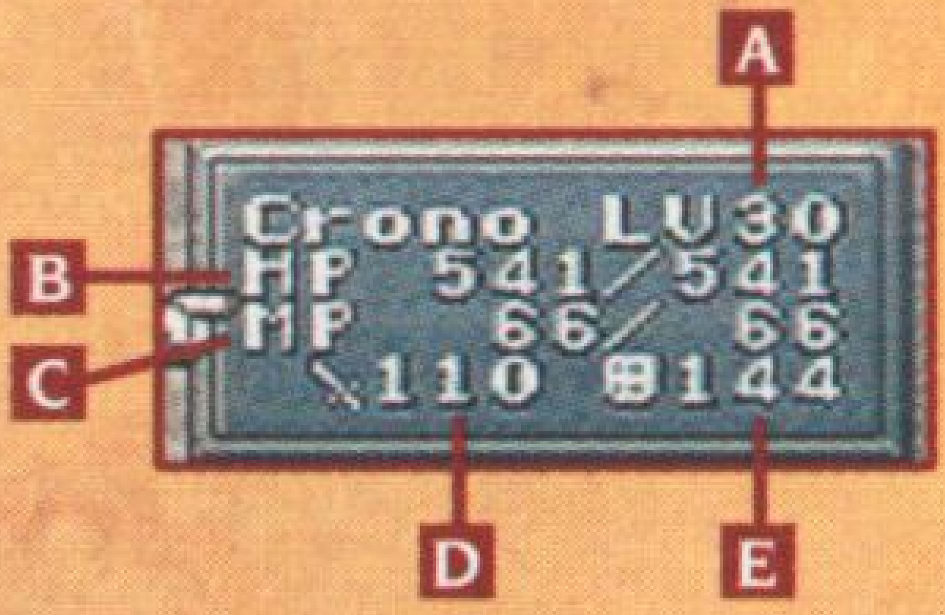
When the △ button is pressed anytime outside of battle, the Menu Screen will appear. Select one of the icons shown below with the directional buttons and press the ⊗ button to confirm.

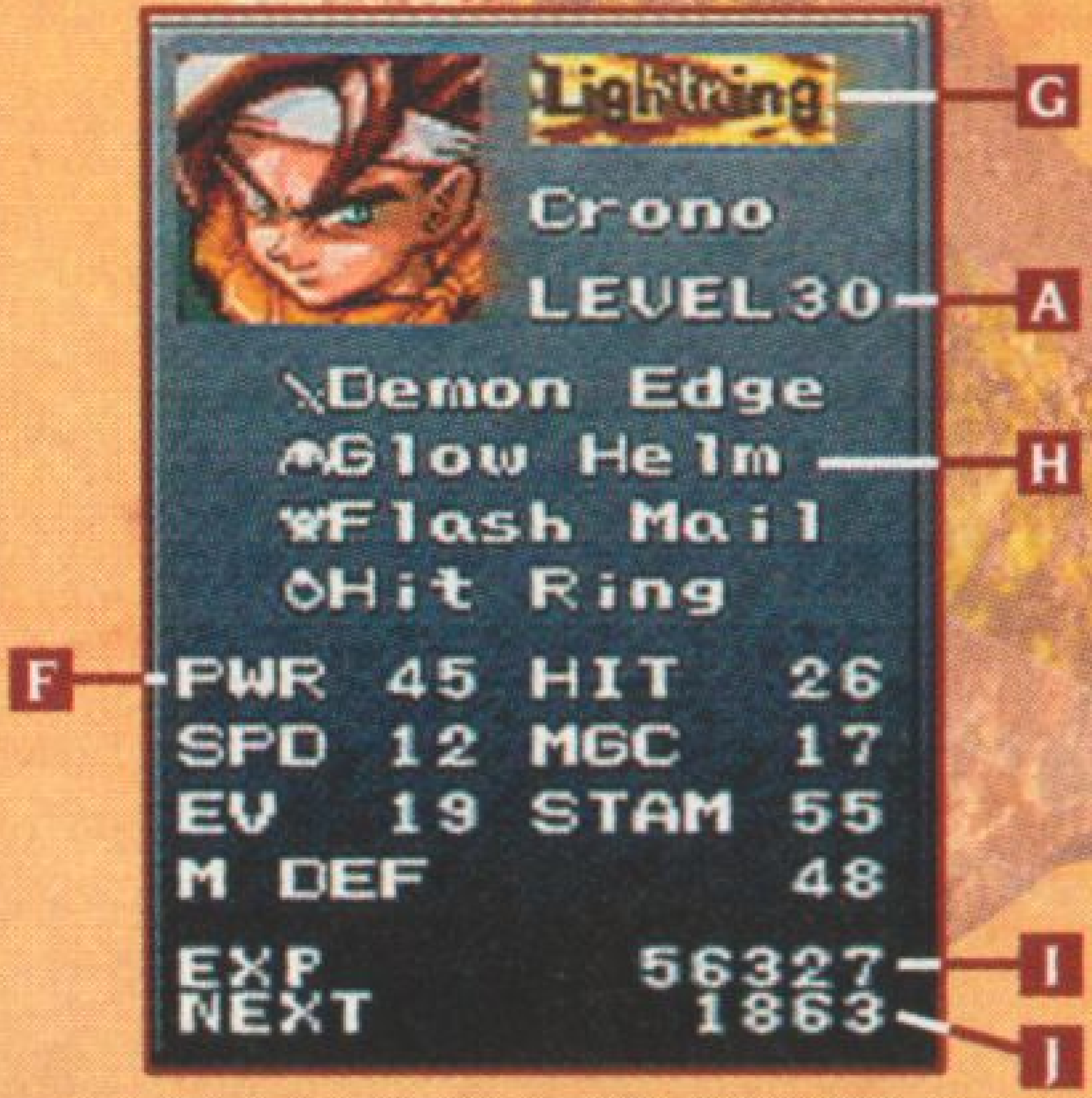
Status & Equipment | Items | Tech & Magic | Configuration | Party Formation | Saving

STATUS & EQUIPMENT

Check Status

Select a character with the cursor to check his or her status and equipment.





A) Current Level
B) Current HP / Maximum HP
C) Current MP / Maximum MP
D) Current attack power
E) Current defense power
F) Statistics (see chart below)
G) Type of Magic (see page 49)
H) Weapons, armor, and accessories currently equipped
I) Experience points
J) Experience points necessary for the next level UP

Power	Affects the power of a physical attack
Hit	Determines the accuracy of an attack
Speed	Affects length of time before commands can be entered
Magic	Affects effectiveness of magic attacks
Evade	Probability of evading enemy attacks
Stamina	Affects the rate of HP increase at Level UP
Magic Defense	Defense power against enemy magic attacks

Equipping Weapons, Armor, and Accessories

With the directional buttons, select the character to equip, then press the ⊗ button to confirm.

Next, select the equipment to be changed and press the ⊗ button. The L1 and R1 buttons may be used to change the selected character at this time.

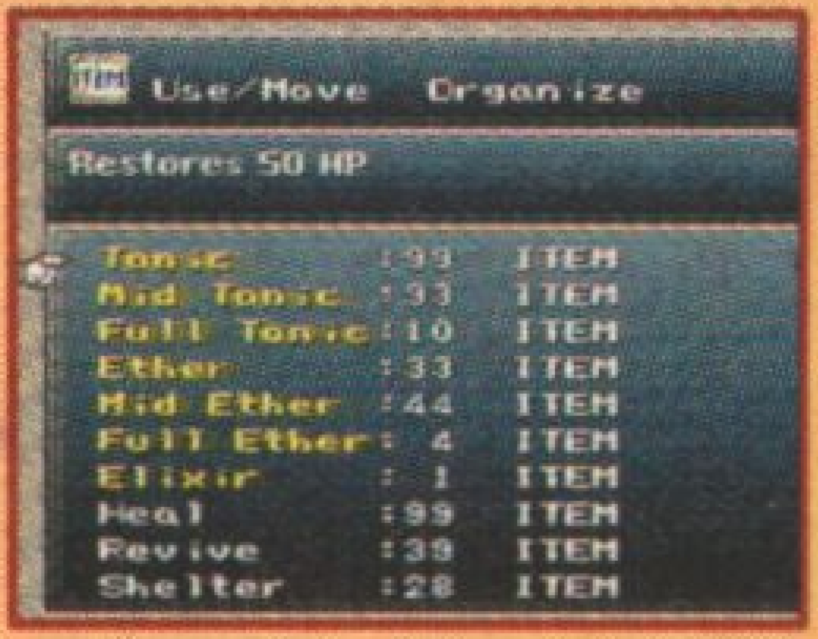
Select a new item to equip.

You can preview how an item will affect the character's statistics before equipping it. When a new item has been selected, the character's statistics will change on the Status Screen.

Blue indicates an increase in value, and gray indicates a decrease in value from the present condition.

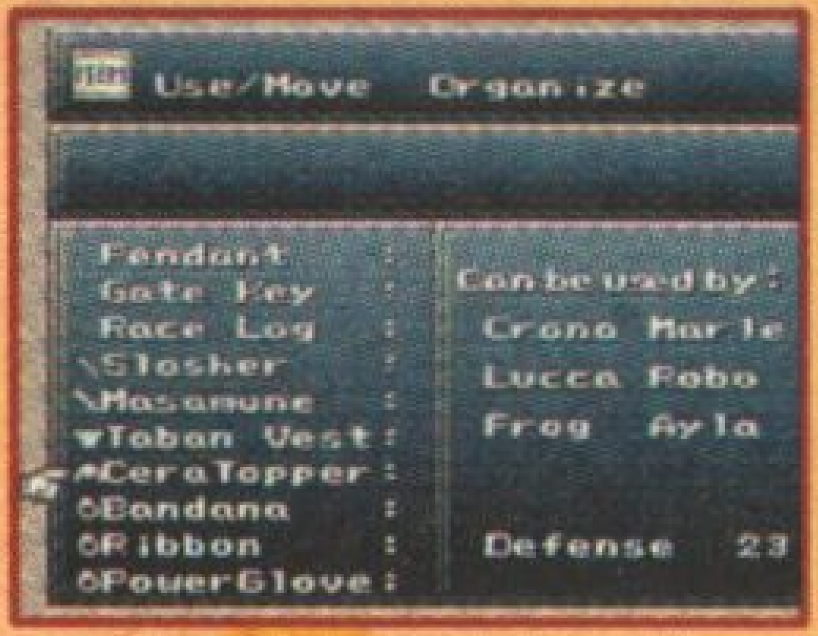
ITEMS

Using Items



With the directional buttons, select items highlighted in yellow and press the ⊗ button twice. Next, select the character on whom the item is to be used, and press the ⊗ button again. You can scroll through entire pages of your inventory quickly by using the L1 and R1 buttons.

Checking Which Characters Can Equip Items



Select weapons, armor, and accessories with the directional buttons. Press the ⊗ button twice to display which characters can equip the selected item.

Manually Organizing the Item List

Select the item (or open location) you wish to switch and press the ⊗ button. Next, select the other item (or open location) and press the ⊗ button again.

Organize Item List

Select <Organize> to automatically arrange items according to type.

THE MAIN MENU

TECH AND MAGIC

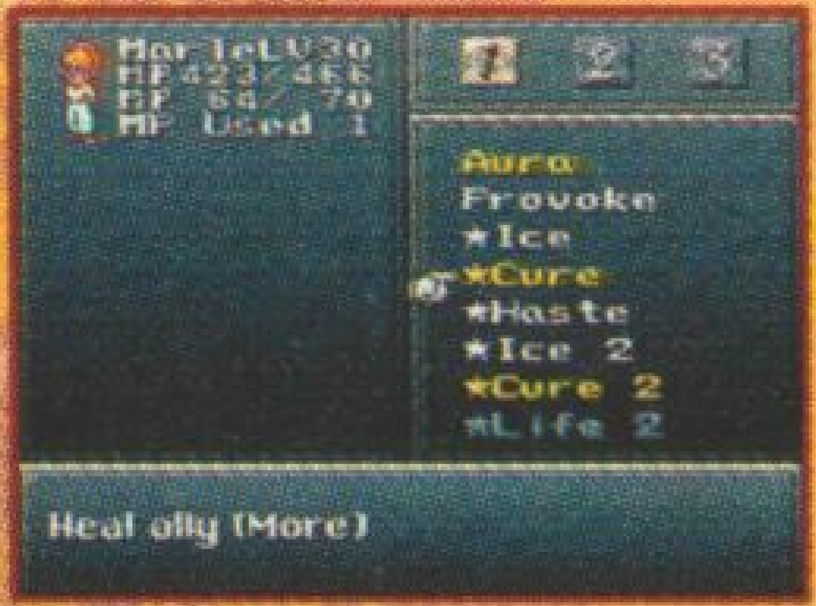
Check Tech and Magic

You can check the Tech and Magic skills that your party members possess. For descriptions of each Tech, see "Using Tech and Magic" below. To view available Tech skills that combine the abilities of two or three characters (Combos), please use the following methods:

Select Dual Tech or Triple Tech, then set the cursor on the desired Tech name.

The characters required for each Combo will be displayed on the left side of the screen, and the individual Tech skills that compose each Combo will be displayed on the bottom of the screen.

Using Tech and Magic



Select characters by pressing the up or down directional button and select Tech Skills by pressing the left or right directional button. Press the ⊗ button to confirm.

Tech and Magic names (Magic names will have a ★ beside them) will be displayed in three colors. Those in white can only be used during battle, those in yellow can be used during battle as well as on the Menu Screen, and those in gray cannot be used yet.

Select a Tech or Magic skill highlighted in yellow. Next, select the character upon whom it will be used.

Characters can learn Tech and Magic skills after acquiring a certain number of Tech Points. By selecting a Tech or Magic skill displayed in gray, you can check how many more Tech Points are required to learn it.

* See pages 48 & 49 for more information on Tech and Magic.

THE MAIN MENU

CONFIGURATION

Here you can customize game settings. Select the system icon for the setting you wish to change, then press the ⊗ button to change settings.

Stereo Sound
Stereo sound when ON, Monaural when OFF.

Battle Mode
Changes time flow during battle.
Active: Enemies take action during battle regardless of whether commands are being entered.
Wait: Enemy actions stop while Tech and Item windows are open.

Save Menu Cursor Position
This function sets the cursor position for the Menu Screen and for each Menu command.
No (N): The cursor will always return to its default position, at the left side (or top left corner) of the menu.
Yes (Y): The cursor will remain at the previously selected location.

Save Battle Cursor Position
This function sets the cursor position for battle commands during battle.
No (N): The cursor will always return to <Att.>.
Yes (Y): The cursor will remain at the previously selected location.

Save Skill/Item Cursor Position
This function sets the cursor position for Tech and Item windows during battle.
No (N): The cursor will always return to the top left corner of each window.
Yes (Y): The cursor will remain at the previously selected location.

Battle Speed
This function sets the battle message speed and the battle gauge fill rate. The top represents the battle gauge, and the bottom represents message speed. The larger the number, the slower the gauge or message speed. Set speed with the left and right directional buttons.

Window
This function sets window patterns. Select the pattern you like with the left and right directional buttons.

Battle Gauge
This function sets the window content visible during battle. Select from the following three types:

OFF: Party member names, current HP / max HP, current MP / max MP.
1: Party member names, current HP, current MP, battle gauge.
2: Current HP, current MP, party member names, battle gauge.

THE MAIN MENU

Controllers

You can change the controller button settings. The default state is <Standard>. Use the following steps to change settings.

Select the <Controller> icon and press the ⊗ button to change settings to <Custom>.

Select button functions by pressing the up or down directional button. Select corresponding buttons by pressing the right directional button.

Press the left directional button or the ⊗ button to confirm changes and return the cursor to the left side.

To change settings back to <Standard>, set the cursor to the <Controller> icon and press the ⊗ button.

Warning: Button indicators that appear throughout the game are based on the <Standard> settings. If you customize your controller configuration, inconsistencies may arise.

Skill/Item Information

You may turn on/off the Tech and Item description window during battle.

PARTY FORMATION

You can change your party formation at the Character Exchange screen. If a character's window is dark, you cannot move that character.

Select the character you wish to move by pressing the up or down directional button and confirming with the ⊗ button. Select the other character and press the ⊗ button again to switch their positions.

SAVING

Switch to the Save Screen and select MEMORY CARD slot 1 or MEMORY CARD slot 2.

Select a block to save onto. If you select a block where Chrono Trigger data already exists, you will be given the option to overwrite the data. If you agree, select <Yes> and press the ⊗ button.

WORLD MAP SCREEN

This map charts your destination points. Enemies do not appear on this screen. Press the SELECT button to display the entire World Map and your current position on it. You can return to the detail map by pressing the ◎ button.

When the party stands in front of caves, buildings, and other specific locations, location names will appear. Press the ⊗ button at that time to enter that location and switch to the Field Screen.

FIELD SCREEN

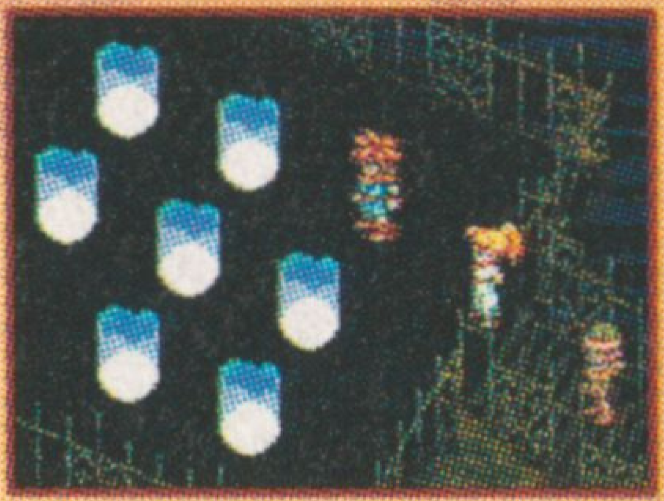
The Field Screen is where you will be collecting information and adventuring. Battles will ensue here when the party encounters enemies. You can make your characters move faster (dash) on this screen by holding down the ◎ button while moving the party with the directional buttons.

TIME WARP

Time warping allows you to travel to the past, present, and future of the same world.

Time Gates

Time Gates allow you to travel to the same location in a different era. Press the ⊗ button while standing in front of one of these Time Gates to warp to a different era.



The End of Time

Travelers of time and space eventually reach the “End of Time.” Here, you will find pillars of light that are connected to the Time Gates through which you have previously traveled. These pillars of light increase in number as you find and travel through more Time Gates. Step into the pillar of light and press the ⊗ button to display its era and destination. Select <Yes> to be warped to that destination.

MOVING AROUND THE WORLD

Switching Characters

Once you've visited the End of Time, you can change party characters at any time outside of battle. Press the □ button to open the Character Exchange Screen.

With the directional buttons, select the character you wish to exchange, then press the ⊗ button. Select the other character and press the ⊗ button again.

Old Man's Hint

An old man lives at the End of Time. He can provide you with many hints, so visit him whenever you are stuck in your adventure. The hints he gives you after you obtain the Time Machine are especially crucial.

OPERATING THE TIME MACHINE (EPOCH)

The Time Machine travels across time and evolves to become more sophisticated as your journey progresses.

Stage 1

The Time Machine is initially a simple model, used for the sole purpose of traveling across time. Position yourself to overlap the Time Machine and press the ⊗ button to board the craft; press the ○ button to disembark. The Time Gauge will be displayed once you're aboard.

Stage 2

As the journey progresses, the Time Machine will gain the ability to fly. Use the ⊗ button to board it, and the directional buttons to pilot it. Press the □ button to display the Time Gauge.

How to Time Warp

With the directional buttons or the L1 and R1 buttons, set the Time Gauge hand to the era you wish to visit, then press the ⊗ button.

SHOPS & GATHERING INFORMATION

In this game, you will journey through a world's past, present, and future. Hence, depending on your actions, you may see many different changes throughout the world, even if you are just returning to a place you have visited before.

TALK

Press the ⊗ button while standing in front of people to initiate conversations. Characters may move while the message window is still displayed. Pressing the ◼ button will change the position of the message window.

READ/INVESTIGATE

Press the ⊗ button while standing in front of a flyer to read its content. Likewise, press the ⊗ button while standing in front of a treasure chest to retrieve any items inside.

ACTIVATING SWITCHES

In dungeons, you can flip switches by standing in front of one and pressing the ⊗ button. Switches allow you to open/close doors and deactivate traps.

HOW TO SHOP

You can buy and sell items and equipment at shops.

Buy

First, select <Buy> and press the ⊗ button. Next, select the item to buy. Finally, select the quantity you wish to buy. (Use the up and down directional buttons for multiples of ten and the left and right buttons for multiples of one.)

Sell

Select <Sell> and press the ⊗ button. Select the item you wish to sell, and the number of items to sell, just as with buying items.

Equipping at Shops

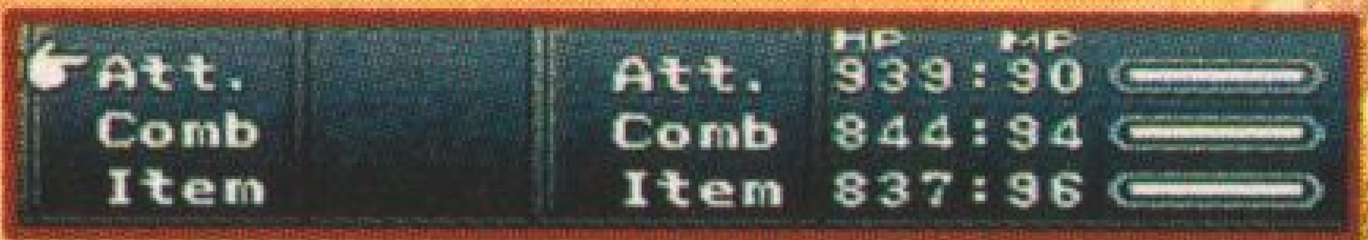
After purchasing weapons or armor, return the cursor to the Buy/Sell option at the upper left corner of the screen. Press the down directional button to move the cursor to the character window. Next, select the character you wish to equip and press the ▲ button. Proceed to equip in the manner shown on page 35.

BATTLE SYSTEM

Battles begin when you encounter an enemy on the Field Screen or move into certain areas of the map. A window containing enemy names, party member names, HP, MP, and battle gauge will appear when you enter battle. You can toggle this window up or down by pressing the ■ button. You can try to escape battle by pressing the L1 and R1 buttons simultaneously, but there may be times where escape is not possible. As a side note, it is possible to avoid contact with most enemies and evade battles altogether.

ENTERING COMMANDS

When the battle gauge fills to the right, commands will appear. If there is more than one party member ready to act, you can choose which one will act first by using the left and right directional buttons or the ■ button.



Attack (Att.)

This command orders the character to attack with weapons. After confirming with the ⊗ button, select a target with the directional buttons and press the ⊗ button again.

Tech Command

Use this command to attack with Single Tech and Magic skills. After confirming with the ⊗ button, use the directional buttons to select the Tech or Magic (a ★ mark appears beside Magic names) you wish to use, then press the ⊗ button again. Next, select a target. If there is not enough MP, Tech and Magic names will be displayed in gray and cannot be used.

COMBINATIONS

Tech and Magic skills mastered by each character can be used in special combination attacks called Combos.

Combo Command

When several characters are waiting for commands to be entered, the <Tech> command switches to the <Combo> command if your characters have learned Combos. Select <Combo> and press the ⊗ button to use one. Note that Single Techs may still be used while <Combo> is displayed. Usage method is the same as with the <Tech> command.

Note: The Combo command appears as <Comb> during battles.

Selecting a Combo

Select a Combo from the <Dual Tech> and <Triple Tech> sections by pressing the up or down directional button, then press the ⊗ button to confirm. Next, select the target of the Combo and press the ⊗ button again. You need only command one character from the Combo in order to execute it.

When Combos Cannot Be Selected

When one or more of the characters needed for a Combo lacks the required MP, or is not yet ready to act (i.e., battle gauge has not refilled), the Combo will be displayed in gray and cannot be used.

Dual Tech: A Combo that combines the Tech and Magic skills of two characters.
Triple Tech: A Combo that combines the Tech and Magic skills of three characters.

ITEMS

To use recovery items, select the <Item> command. Choose the item you wish to use with the directional buttons and confirm with the ⊗ button. Next, select the character upon whom the item is to be used and press the ⊗ button again.

BATTLE SYSTEM

BEGIN BATTLE

A battle begins once you've encountered an enemy on the Field Screen. Sometimes enemies will attack before you can act. If a character defeats an enemy that another party member has also targeted, the second party member will automatically target another enemy.

END BATTLE

Battles end when all enemies have been defeated. Experience Points, Tech Points, Gold, and sometimes items are distributed at this time. Your characters also gain levels when they accumulate enough Experience Points. Inactive characters receive 75% of the Experience Points gained, but do not acquire any Tech Points.

LEARNING TECH AND MAGIC

Fighting battles will teach your characters new Tech and Magic skills, but they can only learn Magic after training at the "End of Time."

Characters learn new Tech and Magic skills after acquiring a certain number of Tech Points. You can check this number in the Tech section of the Menu Screen. See page 36 for details.

To learn Combos, all characters that form the Combo must fight a battle together and be capable of using the required Tech/Magic skills.

BATTLE SYSTEM

STATUS EFFECTS

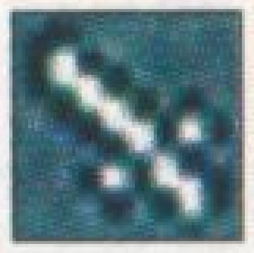
Certain enemy attacks inflict status effects on your characters. You can cure afflicted characters by using the "Heal" item, but all status effects vanish when the battle ends. The following status effects exist:

Name	Display	Effect
Poison		HP diminishes gradually and attack power decreases.
Slow		The battle gauge fills more slowly, so the character can't act as frequently.
Sleep		Commands cannot be entered and defense power decreases. The character will wake up when attacked.
Chaos		The character becomes uncontrollable and will sometimes attack allies.
Blind		Lowers the character's chances of hitting the enemy.
Lock		Locks out usage of all Tech and Magic skills.
Stop		Immobilizes the character so he or she cannot act. His/her battle gauge also freezes.

WEAPONS & ARMOR

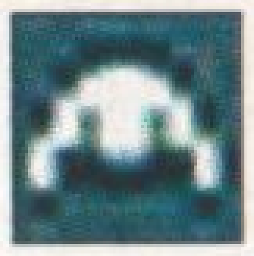
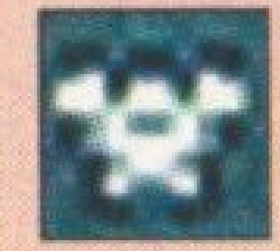
There are five main types of weapons, each exclusive to a particular character, and two types of armor. Weapons and armor are displayed with the following icons:

WEAPONS

Icon	Name	Type
	**Katana**	Wood Sword, Vedic Blade, etc. are weapons exclusive to Crono.
	Bow	Bronze Bow, Robin Bow, etc. are weapons exclusive to Marle.
	Gun	Air Gun, Dart Gun, etc. are weapons exclusive to Lucca.
	Sword	Bronze Edge, Iron Sword, etc. are weapons exclusive to Frog.
	Parts	Tin Arm, Hammer Arm, etc. are weapons exclusive to Robo.

Note: There are no weapons for Ayla! Ayla cannot equip weapons; she fights with her bare hands instead.

ARMOR

Icon	Name	Type
	**Head**	These are helmets to protect the head. There are some helmets for female characters only.
	**Body**	Armor that protects the body.

ACCESSORIES

Equipping accessories invokes various effects.

Accessory	Effect when equipped
Silver Earring	Max HP up by 25%
Gold Earring	Max HP up by 50%
Silver Stud	MP use cut by 50%
Gold Stud	MP use cut by 75%
Sight Scope	Shows enemy's HP (Lucca's initial equipment)
Rage Band	50% counterattack rate
Bandana	Speed +1 (Crono's initial equipment)
Ribbon	Strike +2 (Marle's initial equipment)
Power Glove	Power +2 (Frog's initial equipment)
Defender	Vigor +2 (Robo's initial equipment)
Magic Scarf	Magic +2
Power Scarf	Power +4 (Ayla's initial equipment)
Speed Belt	Speed +2

ITEMS

Specific items recover HP or MP, or cure status effects.

HP RECOVERY ITEMS

Item	Price	Effect
Tonic	10	Restores 50 HP
Mid Tonic	100	Restores 200 HP
Full Tonic	700	Restores 500 HP

STATUS EFFECT RECOVERY ITEMS

Item	Price	Effect
Heal	10	Recovers status
Revive	200	Revives an ally

MP RECOVERY ITEMS

Item	Price	Effect
Ether	800	Restores 10 MP
Mid Ether	2000	Restores 30 MP
Full Ether	10000	Restores 60 MP

FULL HP AND MP RECOVERY

Item	Price	Effect
Shelter	150	Completely recovers the party's HP and MP on World Map and at save points

TECH SKILLS

Tech skills consume MP and release power through weapons. In addition to Single Techs, there are Combo Techs that combine the efforts of two or three characters. Some examples are listed below; you will learn additional Tech Skills as you progress through the game.

SINGLE TECH SKILLS (1 CHARACTER)

Character	Tech Name	MP Cost	Effect
Crono	Cyclone	MP 2	Strikes nearby enemies while spinning.
	Slash	MP 2	Slashes enemies in a straight line.
	Spincut	MP 4	Inflicts twice as much damage as a normal attack.
	Confuse	MP 12	Jump on enemy's head and slash four times.
Marle	Aura	MP 1	Partially recovers an ally's HP.
	Provoke	MP 1	Taunt and confuse an enemy.
Lucca	Flame Toss	MP 1	Throws a chain of flames at enemies.
	Hypno Wave	MP 1	Renders all enemies unconscious.
	Napalm	MP 3	Attacks surrounding enemies with a napalm bomb.
	Mega Bomb	MP15	Strong blast causes major damage to surrounding monsters.

COMBO TECH SKILLS (2 CHARACTERS)

Characters	Tech Name	Effect
Crono + Marle	Ice Sword (Spincut + Ice)	Attack enemy with a magical ice sword.
Crono + Lucca	Fire Whirl (Cyclone + Flame Toss)	Spin and attack a group of monsters with fire.

Combo Tech MP Consumption

The MP costs of Combos correspond to those of the individual Tech/Magic skills involved. For example, when Crono and Marle execute their Dual Tech "Aura Whirl," Crono consumes 2 MP for "Cyclone," and Marle consumes 1 MP for "Aura."

MAGIC

Magic consists of four elemental types. Each character can only use certain types. Some characters cannot learn magic at all.

LIGHTNING - Crono can learn magic related to the element of Lightning.

Magic	MP Cost	Effect
Lightning	MP 2	Damages an enemy with lightning
Lightning2	MP 8	Lightning attack for major damage to all enemies
Life	MP 10	Revives an ally
Luminaire	MP 20	Casts the ultimate magic on all enemies

FIRE - Lucca can learn magic related to the element of Fire.

Magic	MP Cost	Effect
Fire	MP 2	Engulfs the enemy in flames
Protect	MP 6	Increases physical defense power of an ally
Fire2	MP 8	Fire attack for major damage to all enemies
Flare	MP 20	Bombards all enemies with intense light and fire

SHADOW - Magic that is engulfed in darkness... Its details are shrouded in mystery.

WATER - Marle and Frog can learn this type of magic, but the effect is different for each.

MARLE

Magic	MP Cost	Effect
Ice	MP 2	Attacks an enemy with ice
Cure	MP 2	Partially recovers an ally's HP
Haste	MP 6	Reduces an ally's wait time by 1/2
Ice2	MP 8	Ice attack for major damage to all enemies
Cure2	MP 5	Completely recovers an ally's HP
Life2	MP 15	Revives an ally and fully recovers his/her HP

FROG

Magic	MP Cost	Effect
Water	MP 2	Attacks an enemy with bubbles
Heal	MP 2	Recovers some HP for all allies
Water2	MP 8	Bubble attack for major damage to all enemies
Cure2	MP 5	Completely recovers an ally's HP

Elements of Combo Techs

Tech skills do not have inherent elemental properties like Magic does. But when Tech and Magic skills are combined for Combos, the Combos inherit the elemental properties of the Magic used. Mixing opposing elemental types in a Combo (e.g., Fire and Ice) will produce a different element.

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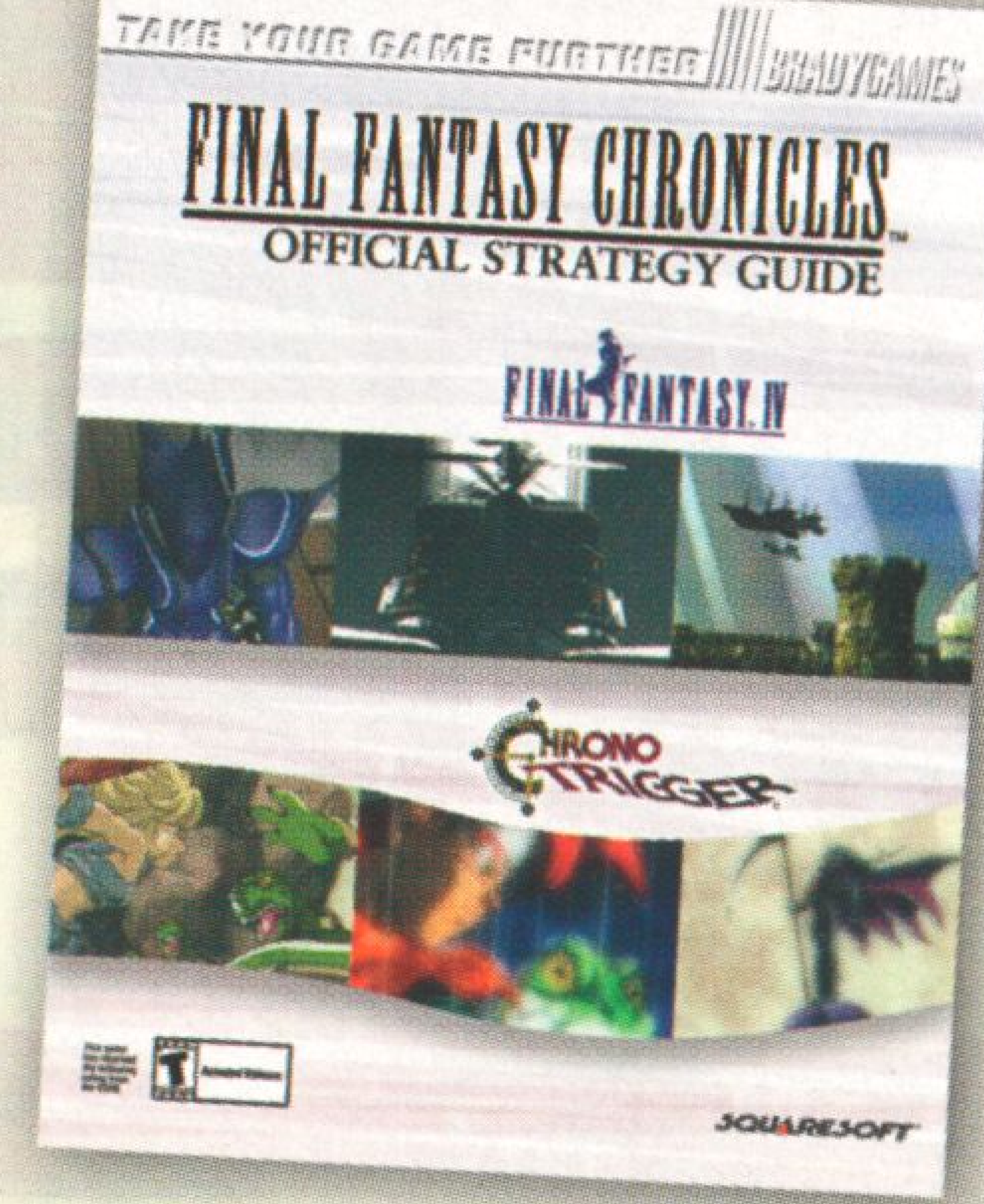

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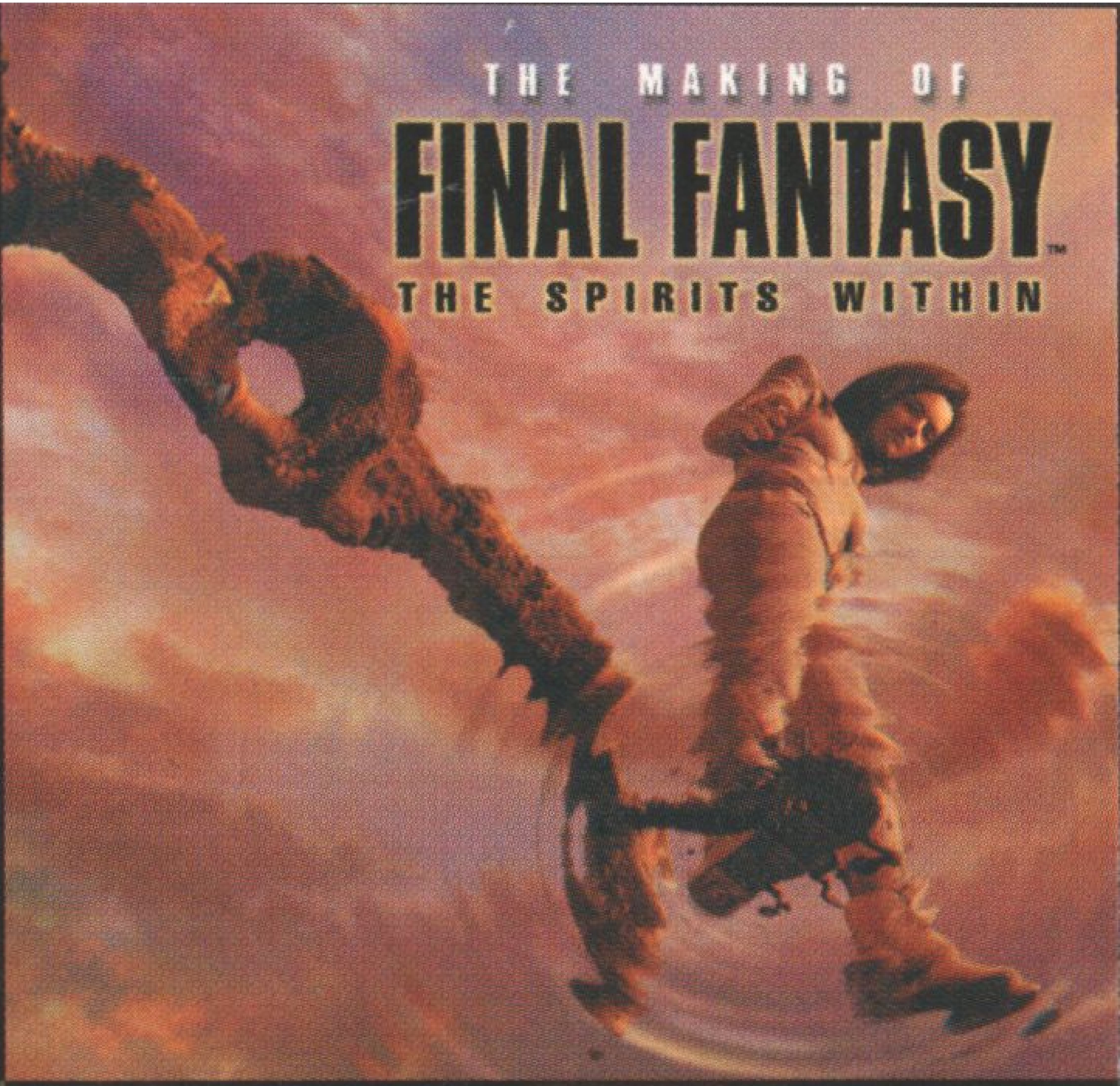

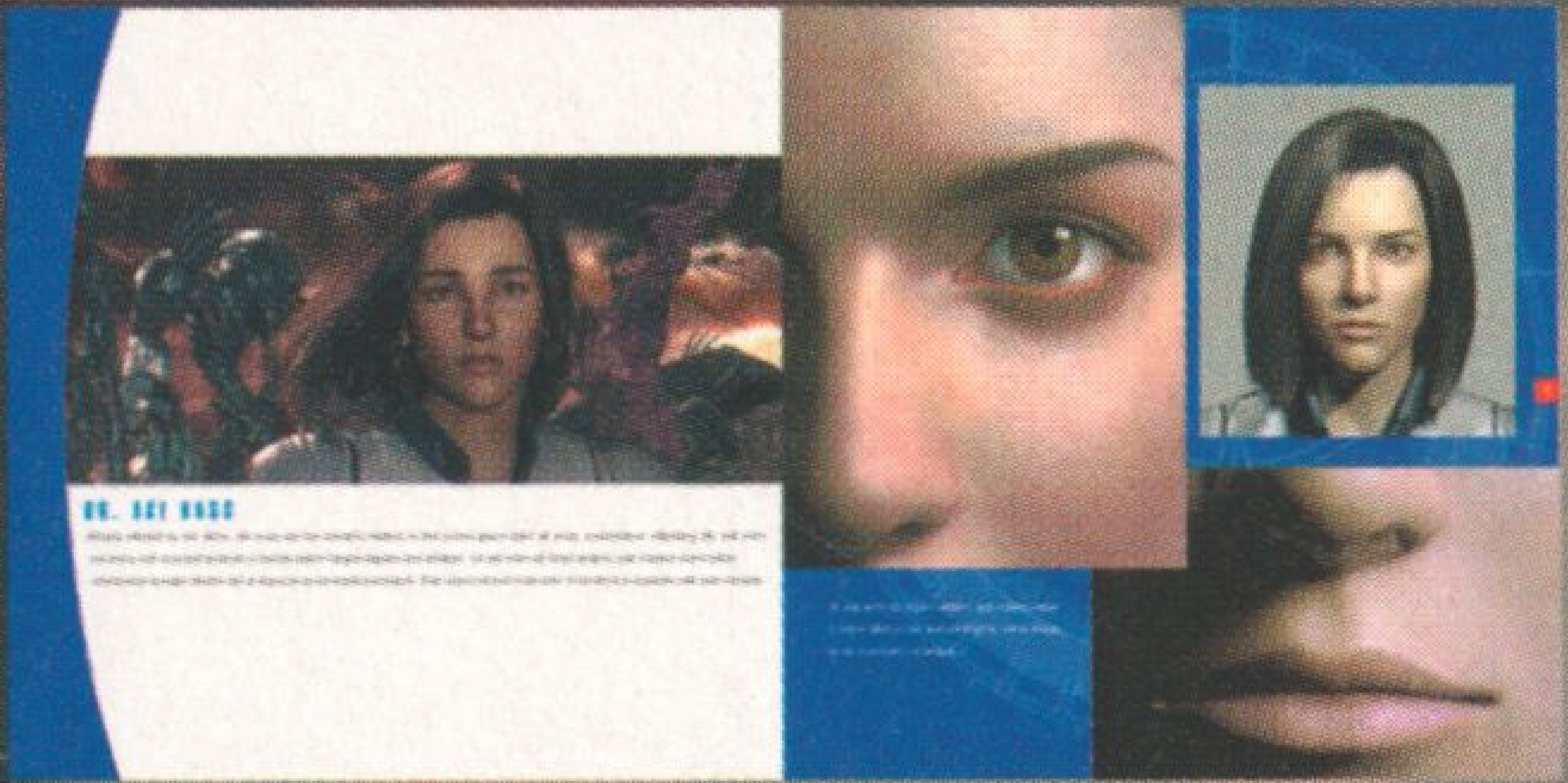

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